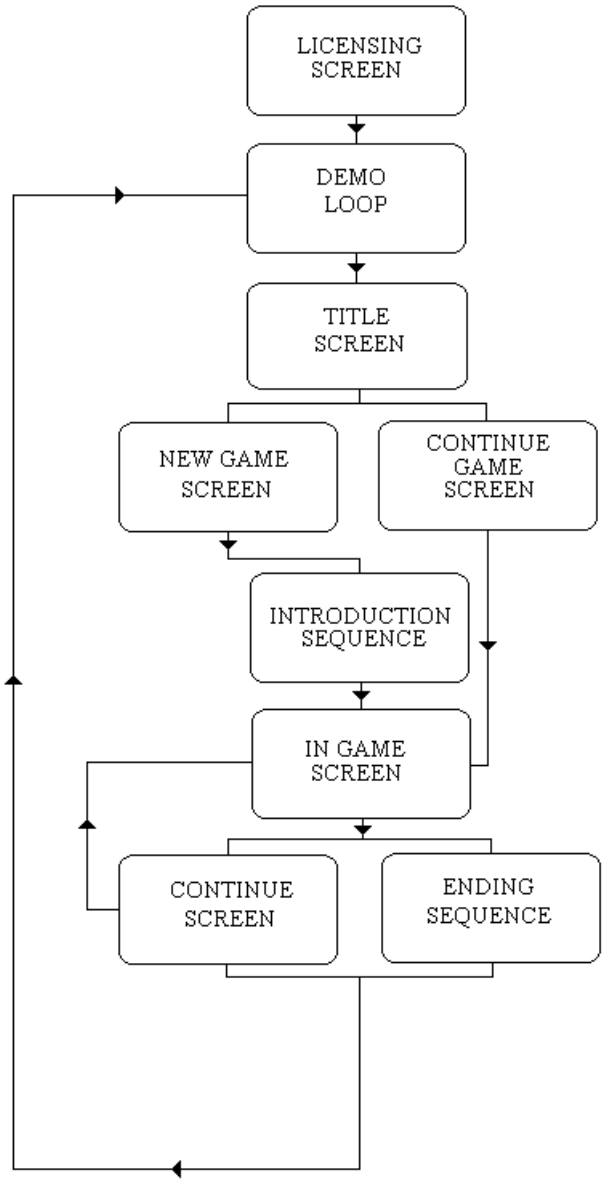
LEGO

ISLAND 2 DESIGN

GAME FLOWCHART



LICENSING SCREEN

These screens will consist of all Legal and licensing screens.

DEMO LOOP

The demo loop will include early parts of the game. It will consist of a short in game shot with the player completing a simple puzzle. There will be 4 types of demo loop each one showing the player how to complete a simple task.

TITLE SCREEN

This screen will consist of 2 options. These will be NEW GAME or CONTINUE GAME. If the player selects NEW GAME they will be taken to the NEW GAME screen. If the player selects CONTINUE they will be taken to the point in the game where they last saved. The will be able to scroll through these options by pressing UP and DOWN on the D-pad. The A, B and Start buttons will select an option.

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NEW GAME SCREEN

On this screen the player will be able to rename the main character. The default name for this character will be Pepper. The player will be able to enter 8 letters. Once the player has decided on their name there will have to select END to progress to the introduction sequence.

CONTINUE GAME SCREEN

This screen will consist of 2 options. These will be CONTINUE and EXIT. If the player selects CONTINUE they will be taken to the point in the game where they last saved. If the player selects EXIT they will be taken back to the TITLE SCREEN. The will be able to scroll through these options by pressing UP and DOWN on the D-pad. The A, B and Start buttons will select an option.

INTRODUCTION SEQUENCE

This sequence will be the opening sequence for the game. A more detailed description can be found later on in this document.

IN GAME SCREEN

This screen will be the actual in game screen. It will consist mainly of the environment the player is currently in and will include a status bar at the bottom of the screen. This bar will display the current health of the player as well as any item/s currently in use. It will also display the amount of gold pieces the player has.

CONTINUE SCREEN

This screen will consist of 3 options. These will be SAVE & CONTINUE, SAVE & QUIT and CONTINUE (WITHOUT SAVING). If the player selects SAVE & CONTINUE their game will be saved and they will continue their adventure from where they left off. If they select SAVE & QUIT their game will be saved and they will be taken back to the title screen. Lastly if they select CONTINUE (WITHOUT SAVING) they will continue on their adventure but the game wont be saved.

ENDING SEQUENCE

This sequence will be the closing sequence for the game. A more detailed description can be found later on in this document.

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STORY

Have I ever told you the story about the brick who climbed the bean stork, Oh I have, well how about the one about the little brick and the three bears? I've told you that one too have I, well, how about the story about the Brickster? I haven't! Excellent.

A long time ago when I was just a little brick myself it was just the Brickster and I. He wasn't always a bad brick, back then the Brickster and I were the best of friends. We would build everything together, house's, car's, boats, planes, everything.

One day we were exploring a newly discovered island in the Phanta Sea. It was here where things started to go wrong. We decided to have a picnic on the island before deciding on what to build, What a good chance to bring up this idea I had. After we had finished our pizzas and squash I turned to the Brickster and said:

" I think I should build some more friends for us to play with "

He reacted immediately kicking sand up into the air and shouting

" Create another friend!" he whined, " Like you created me? Ha I created ME" and the Brickster stormed off.

I was completely surprised by his reaction. On that day the Brickster I knew and loved had gone forever and he was now an evil Brick. He began taking the odd brick here and there until the odd brick turned into the odd one hundred bricks. Something had to be done to stop this menace. It was then when I began my never-ending task to build LEGO land.

My first job was to build some friends to help with this enormous task. Working together LEGO island soon grew into a bustling town. Unfortunately it wasn't the last we had heard of the Brickster.

It was a rainy day in LEGO town when the Brickster returned; he wanted more bricks to expand on his own island OGEL Island. Luckily two of my closest friends Nick and Laura brick the local law enforcement managed to apprehend the Brickster and throw him into the newly built jail. Peace had returned to the island at least for a while.

One day the cunning Brickster managed to trick Pepper, The pizza delivery dude into delivering him a jalapeno, red chilli, anchovy and double garlic pizza. The combination of such ingredients could cause even the lock on the jail door to melt, which is exactly what the Brickster used it for. Waiting until night before acting, the Brickster melted the lock and escaped. Bent on revenge the Brickster stole the power brick from the communication tower and made his getaway using a nearby police helicopter. Back on Ogel Island the Brickster was finishing off his latest creation, the Debricker. All he needed to do was insert the power brick and hey presto it was finished. The Debricker was the most evil of the brickster's monsters and after being unleashed it quickly began tearing LEGO town apart brick by brick. Pepper feeling responsible for the Bricksters escape; felt it was up to him to stop the Debricker. After a long battle between the two Pepper finally manage to pull the power brick free from the monster. The Bricksters plans had been put to a stop and LEGO Island was saved.

What happened to the Brickster you may ask? Well he resides in the newly built jail to this day.

INTRODUCTION SEQUENCE:

After the player has chosen the NEW GAME option on the TITLE SCREEN the introduction sequence will automatically start.

The sequence will begin with the Infomaniac. He will welcome the player to LEGO Island. There will be some on screen text during this part of the introduction sequence. This will appear in the form of speech bubbles. The background will include some buildings from LEGO Island.

" Welcome to LEGO Island, my name is the Infomaniac. Here on LEGO Island we live a peaceful and happy life, Oh excuse me where are my manners I don't even know your name".

At this point the screen will change and the player will be taken to the character name screen. On this screen the Player will be able to name their character. The default name will be Pepper, this will already be displayed on the screen and the player will have to delete it before they can change it. There will be the alphabet displayed in both upper and lower cases and the numbers 0-9. The player will be able to enter up to 8 letters. There will be 3 options on this screen. These will be END, which will select the character's name, SPACE which will add a space and DELETE which will delete a letter. After the player has chosen their character's name, the introduction sequence will continue. The next screen will include a close up of both the Infomaniac and Pepper. The background will have changed and now the Pizzeria will be visible. There will be some on screen text in the form of speech bubbles.

<Infomaniac> " Pepper here is where you will begin your work as the new pizza delivery brick, I heard you were good on a skateboard so I took the liberty to get you this".

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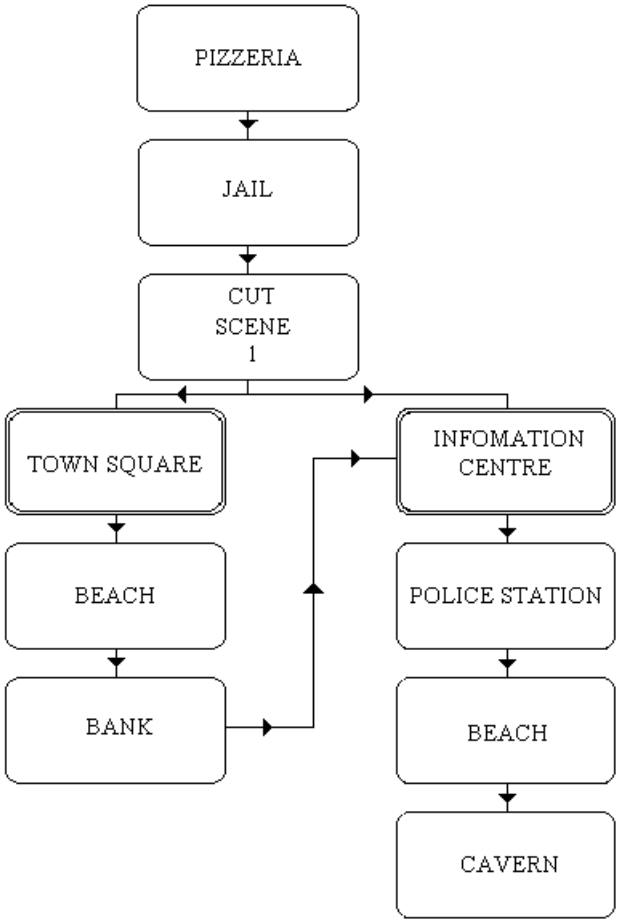
The sequence will change into the in game graphics. The two will be standing outside the Pizzeria. Here the player will receive their first item the skateboard. The player will now be free to move around the Island map.

LEGO ISLAND part 1:



The Pizzeria - Stage 1:
The player will begin the game out side the Pizzeria. He will also receive a skateboard from the Infomaniac. The player, after talking to Papa Brickolini, will be told to deliver a pizza to the jail for the Brickster.

The Jail – Stage 2:
When the player reaches the road leading up to the jail the Brickster will start shouting at him. This will be shown on screen with text appearing to come from the jail. The text will not freeze the screen and player will be free to ignore the Brickster. To give the Brickster his pizza the player will have to walk up to the jail and press the interaction button (See controls). When this happens the game will go into a cut scene.

Cut Scene 1:
The cut scene will show the Brickster inside his cell. He will be holding the inside of the bars and licking his lips in anticipation of his pizza. Some text will appear at the bottom of the screen. This will say:

<Brickster> " Gimme the pizza now!"

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The scene will then change to another screen behind Pepper looking over his shoulder at the Brickster. The jail door will then swing open. The next screen will show the look of surprise on Pepper's face as the Brickster escapes into the nearby police helicopter.

There are two alternative routes the player can take from this point in the game. The player can either go straight to the Information centre or they can attempt to follow the Brickster.

The Town square – Sub plot 1:
The Brickster will fly off the screen in his helicopter towards the Town square. If the player follows him they will reach the Town square. When the player reaches this screen there will be 2 LEGO men running around the square. One of these will be Nick brick who is firing pizza at the Brickster. If the player talks to Nick then he will fall over and drop his pizza chukka. He will then say to the player:

" Ah Pepper it's you, take my pizza chukka and use your skateboard to keep up with the Brickster "

The player will be able to pick up the pizza chukka, which will appear on the floor as an item. The pizza chukka will have 20 pizzas loaded into it (This will be the maximum in this part in the game). The player can now follow the Brickster from screen to screen. Every time Pepper hits the Brickster he will drop an item. This will be randomly determined from the item list (See Items and Pick-Ups).

The Beach – Sub plot 2:
The next screen the Brickster will go on to is the Beach. The same applies to the town centre, if Pepper hits the Brickster he will drop an item. This will be randomly determined from the items list (See Items and Pick-ups).

The Bank – sub plot 3:
Lastly the Brickster will fly onto the Bank screen. If the player hits the Brickster on this screen he will drop a heart container. This item will increase the player maximum life by one. The Brickster will only hang around for about 5 seconds before flying off. If the Brickster is hit before then he will drop the item and then fly off.

The Information centre – Stage 3:
When the player reaches the Information centre the story will continue. The centre will appear in a pile of LEGO bricks. Outside the centre will be the Infomaniac. He will be running up and down in a panic state. When the player talks to him he will stop to face the player. He will then say:

" You are too late the Brickster has stolen the construction book. With that book the Brickster has the power to deconstruct any building in the LEGO world instantly. Look what he did to my Infocenter. You must help us catch the evil Brickster before he destroys the whole of LEGO town. Go talk to Nick and Laura at the police station. "

If the player tries to talk to the Infomaniac again he will say "Quick you better hurry".

The Police station – Stage 4:
The next destination for the player is the Police station. Inside the Police station the player will find Nick and Laura brick sitting at a table eating doughnuts. On the desk will be a map of LEGO Island, which the player can pick up by standing next to it and pressing A. When the player talks to either Laura or Nick they will say the following:

Laura – "Pepper you're the only one who can stop the Brickster"
Nick – " He was last seen heading towards the old caves on the south side of the Island "
Laura – " If you can follow him and report back to us we would appreciate it. "
Nick – " To get to the south side of the Island you will need a boat of some sort. Talk to Bill ding, I think he's down by the beach. "

NB: If the player didn't follow the Brickster around town then he will receive the Pizza chukka here.

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The Beach – Stage 5:
At the beach the player will find Bill ding. There will also be one other LEGO man on this screen. Bill ding will be working on a Jet Ski. When the player talks to him he will say:

" So you need a boat do ya, Great timing, I've just finished it, you can try it out for me. "

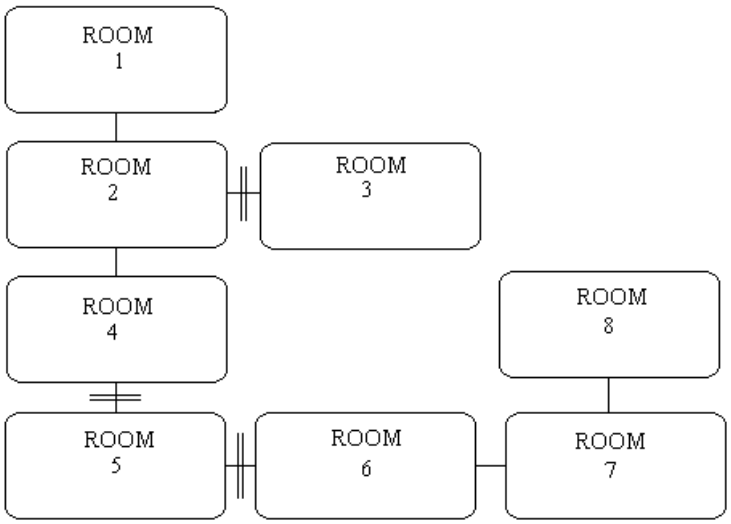
This will be the first vehicle the player can use. The player will be given the option to BOARD or NOT NOW. If the player chooses to BOARD the screen will change to a screen with the player on the Jet Ski in the water. The player will now be on the Jet Ski and free to roam around the Island. There will be two different shades of water on this map. This is to distinguish between shallow water around the Island and the deep blue sea. The Jet Ski will only be able to travel in shallow water. If the player travels to the south side of the Island there will be a little beach where they can land the craft. This will automatically happen if they drive onto the beach. There will be a cave entrance at the top of the screen. When the player gets to about half way across the screen trying to reach the cave the floor will cave in underneath him. The game will cut to a cut scene (Cut scene 2). If the player selects NOT NOW then they will remain on LEGO Island. The player will have to talk to Bill Ding again to board the boat.

THE CAVERN Part 2:

Cut Scene 2:
The cut scene will show Pepper falling down the hole in front of the cave. It will then cut to him landing in a dimly lit room. He will stand up and the game will resume.

The player will find himself/herself at the bottom of the first dungeon in the game. They will have to work their way back to the top the hard way.

Level 3:



Room 1: The player will land in this room. There will be a panel on the floor the player will have to stand on for the door to room 2 to open. There will be nothing else to do in this room.

Room 2: There will be a chest in this room and 2 enemies. (See enemies section page …). On the right side of the room will be a locked door. The chest will contain a key to a locked door.

Room 3: There will be two chests in this room. Only one of the chests will be visible, the other the player will have to solve a puzzle for it to appear. The chest, which is visible to the player, will contain a map of the Caverns. The puzzle in this room will consist of 3 lanterns all facing toward the same

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point in the floor. This point will be marked by a different shade of colour. There will be a switch behind each lantern for the player to activate it. When activated each lantern will shine a circle of light toward the point marked in the floor, the colour of the light will change for each lantern. One will be red; one will be blue and the other yellow. When all 3 lanterns are activated a chest will appear where the light meets. This chest will contain a key.

Room 4: Room 4 will have 4 enemies in it. Once the player has defeated all the enemies a chest will appear with a key inside it. There will also be something scratched into the wall in this room. The message will read:

"3,2,1"

The door at the bottom of the screen will be locked.

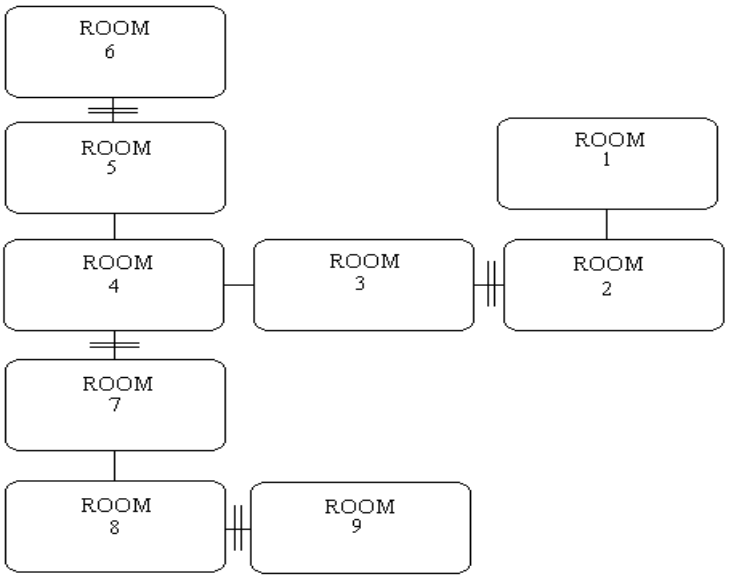
Room 5: Room 5 will appear to be empty when the player enters; however once they are in the room any open doors will close. The player will then have to avoid rocks falling from above. The player will be able to hear a regular thumping noise like something jumping up and down. This noise will begin faint but as the player progresses from level to level the noise volume will increase. The noise will not begin until the player enters this room. Shadows on the floor will indicate where the rocks are going to hit the floor. The rock fall will last for about 5 – 10 seconds, Once it is over the door will open again. This will only happen once. A chest will also appear after the rocks have stopped falling. It will contain a key.

Room 6: There will be 4 enemies to defeat in this room. Once the player has defeated all the enemies the door to room 7 will open. 2 of the 4 enemies can only be defeated by flicking a switch. These enemies will appear on conveyer belts, which have to be activated by the player. The switch will activate the conveyer belt, which will carry the enemies towards holes in the floor. The player will have to flick the switch again to change the direction the conveyer belt is moving in. This will carry the second enemy toward a hole.

Room 7: In room 7 there will be an underground stream dividing the room in half. There will be a ramp on either side of the stream. The player will have to jump the gap on their skateboard to reach the other side. There will be a chest containing a key on the other side of the stream.

Room 8: In room 8 the player will find a staircase leading up toward Level 2. There will be nothing else in this room.

Level 2:



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Room 1: The player will arrive in this room from Level 3. This room will contain 3 enemies. A list of what type of enemy and where they can be found is included later in this document.

Room 2: Room 2 will contain a puzzle for the player to solve. There will be a tube running along the length of one of the walls. There will be a hole at one end, a ball at the other and in the middle a gap with a hole underneath it. The player will have to push a piece of the tube (this will be located in the same room) into the gap so the ball can roll all the way to the other end of the wall. There will be a switch in the room to activate the ball. If the ball is activated before the gap has been filled the ball will fall down the hole in the middle, another ball will fall from above to replace the other one and the switch will reset. When the player completes this puzzle a chest will appear with a key in it.

Room 3: Room 3 will contain 2 chests. The room will be split into 2 areas by a hole. There will be a ramp on either side of the hole for the player to jump across on their skateboard. There will be a chest on either side. The chest on the side the player will enter the room (right side) will contain some gold pieces (50). The chest on the other side of the hole will contain some type of pizza topping. When the player reaches the other side of the hole the door on that side will slam shut. 2 enemies will fall surrounding the player. They will have to defeat them for the door to open.

Room 4: Room 4 will contain a puzzle for the player to solve. There will be 3 switches in this room. The player will have to pull each switch in sequence to make a chest appear. This chest will contain a key. The order the player has to push the switches in will be written on a wall in Room 4 on Level 3.

Room 5: Room 5 will contain 1 powerful enemy. A list of what type of enemy and where they can be found is included later in this document.

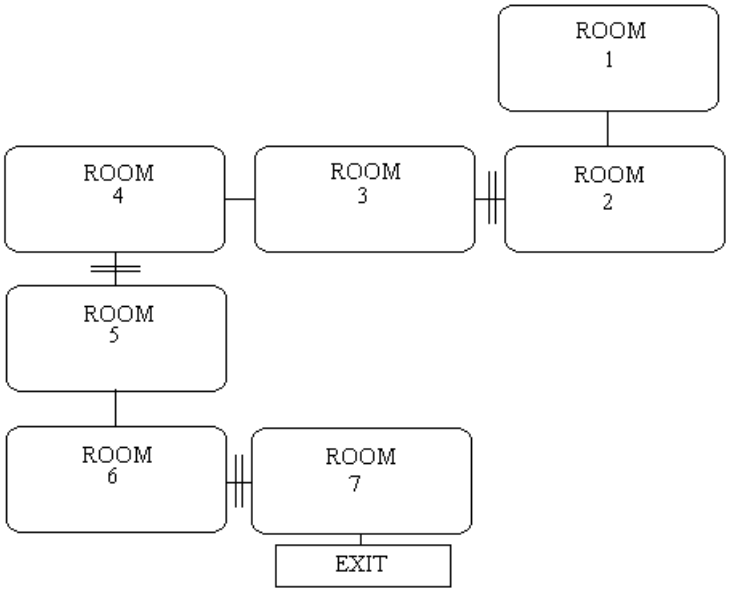
Room 6: Room 6 will contain a staircase leading up to Level 1, Room 1. There will be nothing else in this room.

Room 7: Room 7 will contain a chest with a key in it. The chest will be located in the centre of the screen. It will be surrounded by a hole in the floor. If the player tries the cross the hole they will fall into it and end up on Level 3, Room 4. There will be a floor panel, which will stand out slightly from the others, If the player stands on this a bridge will fill up the gap so the player can open the chest.

Room 8: Room 8 will contain 6 enemies. A list of what type of enemy and where they can be found is included later in this document.

Room 9: There will be a large chest in this room. It will contain the PoGo stick item. The chest will be surrounded by small holes in the floor. From these holes spikes will appear at regular intervals.

Level 1:



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Room 1: The player will start in this room. There will be a staircase lead down to Level 2, Room 6. There will be nothing else in this room.

Room 2: There will be 2 enemies for the player to defeat in this room. Once the enemies are defeated a chest will appear with a key inside it.

Room 3: When the player enters this room the door leading to screen 4 will be shut. On either side of the player there will be a pool of water. On a wall above one of the pools of water there will be a switch the player has to shoot to open the door.

Room 4: There will be 2 enemies for the player to defeat in this room. Once the enemies are defeated a chest will appear with a key inside it.

Room 5: There will be a floor panel in the middle of the room. The door to screen 6 will be shut when the player enters this room. To open the door the player will have to walk onto the floor panel, however when they do this 4 monsters will appear. The player will have to defeat the monsters before the door opens

Room 6: Boss (Rock monster)?. When the player walks into room 6 it will appear empty before they can reach the door to room 7 it will slam shut. A rock monster will then appear to come out of the wall. This will be the first boss character. (See Boss section for AI).

Room 7: The player will be able to leave the dungeon from this screen. There will be nothing else on this screen.

After the player has finished the dungeon they will have to report back to Nick and Laura at the police station. The player will learn this through a cut scene (Cut scene 3). When the player leaves the dungeon they will have to use the PoGo stick there to cross the hole outside the entrance. If they do fall down this hole, instead of going to the bottom of the Dungeon they will lose some health and appear in the Dungeon entrance doorway and will have to go through the process again.

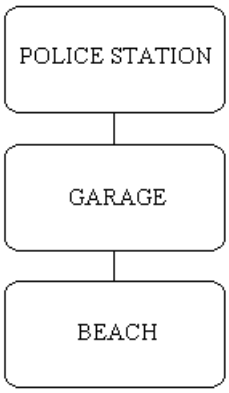
Cut scene 3: Once outside the dungeon the game will go into a cut scene. There will be a close up of Pepper; the player will be able to hear a phone ringing here. He will answer the phone and the screen will split into two, showing Nick Brick on the other end of the line. There will be some text on screen,

Nick Brick " Pepper, we need you to report back to the Police station as soon as possible, over and out. "

Pepper " Roger that ".

The cut scene will end here.

LEGO ISLAND part 3:



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Police station – stage 1: The player will have to go to the Police station after receiving a call from Nick (See cut scene 3). Here the player will learn that while they were in the Cavern the Brickster fled the Island with the 'Contructopedia'. As soon as the player enters the police station the game will cut to cut scene 4.

Cut scene 4: Inside the Police station will be Laura and Nick brick and the Infomaniac. They will all turn to face the player. There will be some text:

<Infomaniac> " Thank god you're here Pepper, the Bricksters stolen the Contructopedia!"

<Nick Brick> " The Contructopedia contains the design for every building in the LEGO universe "

<Laura Brick> " With that book he can destroy any building just by finding it's page in the book and tearing it up ".

<Infomaniac> " You can already see what he's done to my Information centre ".

<Nick Brick> " He was last seen heading towards Adventurers Island, you have to get over there and warn them ".

<Laura Brick> " Bill ding has been working on a bigger boat to cross the sea, I thinks he's in the garage, go talk to him, I'm sure he will help you ".

Garage – Stage 2: At the Garage the player will find Bill ding working on a boat. When the player talks to him he will say the following:

<Bill Ding> " You need a boat to cross the sea to get to Adventurers Island do you, OK if you help me push this boat to the Beach you can use it ".

After Bill ding says this he will walk around the boat, standing behind it. There will be a space next to him for the player to stand. The player will have to get behind the boat and push it. It will only move downward off the scene toward the beach. (The beach will be the screen below the garage) Both the player and Bill ding will push the boat until it is in the water on the beach screen.

Beach – Stage 3: The player, after helping Bill ding push the boat into the water, will now be able to board the boat. The player will be given the option to BOARD or NOT NOW. If the player chooses to BOARD the boat they will climb into it and be able to sail it off the screen. The boat can sail through any coloured water. This means the player can now leave LEGO Island and explore the other Islands in the LEGO world. If the player chooses NOT NOW they will remain on the beach. They will have to talk to Bill ding again to board the boat.

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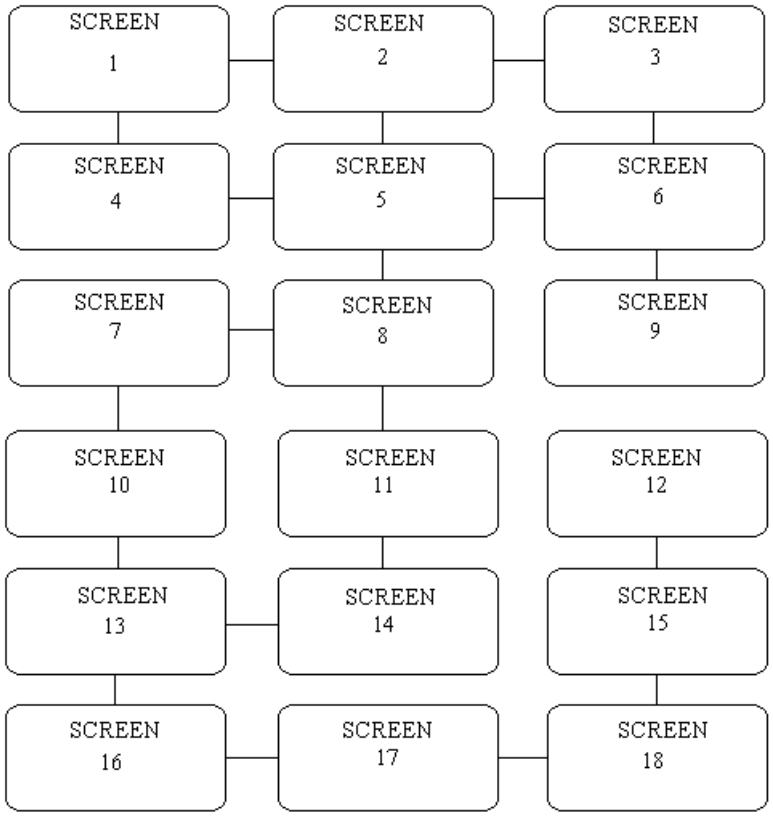
PHANTA SEA – part 4:

The player will no longer be restricted to the water surrounding LEGO Island and can now use the Boat to sail to Adventurer's Island. Before they reach Adventurers Island the player will have to navigate their way through the Phanta Sea.



The above diagram shows the screen layout for the Phanta Sea stage. This represents the open sea and so after the player has left the beach screen they will appear on screen 2. Here is a description of each screen. Also the player can only move between screens which are linked. If two screens aren't linked a physical barrier is blocking their way.

Screen 1: On this screen there will be rocks along the top and left side of he screen preventing the player from leaving the sea. There will also be 2 sharks on this screen.

Screen 2: The player will appear on this screen. There will be no enemies on this screen.

Screen 3: On this screen there will be rocks along the top and right side of the screen preventing the player from leaving the sea. There will also be 2 sharks on this screen.

Screen 4: On this screen there will be rocks along the bottom and left side of the screen preventing the player from leaving the sea. There will also be 2 sharks on this screen.

Screen 5: There will also be 2 sharks on this screen.

Screen 6: On this screen there will be another boat. The player can manoeuvre their boat next to the other so they can talk to the captain. The captain will tell the player that some where in this big Blue Sea is an island with some buried treasure. The player doesn't have too look for the treasure if they don't want too. There will be some text:

<Boat Captain> " Ahoy there young Pepper, I'm looking for buried treasure in the Phanta Sea. There's a map around somewhere, but the last I heard is the man who likes to swim with the dolphins has it. "

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Screen 7: See screen 8.

Screen 8: As soon as the player enters this screen they will notice the current. The current will carry the player around in a loop. The following screens the current will loop around are:

8 – 7 – 10 – 13 – 14 – 11 – 8.

The player will be able to leave the current on screen 13, if they go off the bottom of the screen they will reach screen 16.

While in the current loop the player can try to save the man in the shark. The man in the shark will also be trapped in the current. The player will have to become adjacent to the shark to pull the man out. This can easily be done by the player if they press A or B while next to him. If the player does save the man he will say the following:

" Thanks for saving me, here's a map of the Phanta Sea. There's meant to be some buried treasure somewhere around here."

The player will receive a map of the sea from the man. The player will be able to look at this by pressing select on the paused menu screen. On this screen there will be rocks along the top and right side of the screen preventing the player from leaving the sea.

Screen 9: There will also be 2 sharks on this screen. On this screen there will be rocks along the right, left and bottom sides of the screen preventing the player from leaving the sea.

Screen 10: See screen 8. There will also be some objects, which float in the current of the water to show the direction it is moving in.

Screen 11: See screen 8. There will also be some objects, which float in the current of the water to show the direction it is moving in.

Screen 12: On this screen there will be an island with a Palm tree to one side. On the Island in the shade of the Palm tree there will be a faint X mark. The player can dig here and receive an item. The item they will receive will be a heart container raising their life by 1. (See ITEMS section). On this screen there will be rocks along the top, left and right sides of the screen preventing the player from leaving the sea. On this desert island (if you decide to explore) you will come across Bologna Roni (your real dad), living a Robinson Crusoe style life on the island. After chatting to him a bit he tells you to go and catch the Brickster and come back later when you're finished to catch up on old times. But if you do go back to the island, he is gone and the mystery continues. If the player talks to him he will say:

<Roni> " Hello Pepper! What, how do I know your name, that's not important right now. What is important is that you catch the Brickster. Come back to this Island when you have caught him and I will tell you who I am".

If the player returns to the Island after they have capture and defeated the Brickster Bologna Roni will have disappeared again.

Screen 13: See screen 8. There will also be some objects, which float in the current of the water to show the direction it is moving in.

Screen 14: See screen 8. There will also be some objects, which float in the current of the water to show the direction it is moving in.

Screen 15: There will also be 2 sharks on this screen. On this screen there will be rocks along the right and left sides of the screen preventing the player from leaving the sea.

Screen 16: There will also be 2 sharks on this screen. On this screen there will be rocks along the bottom and left sides of the screen preventing the player from leaving the sea.

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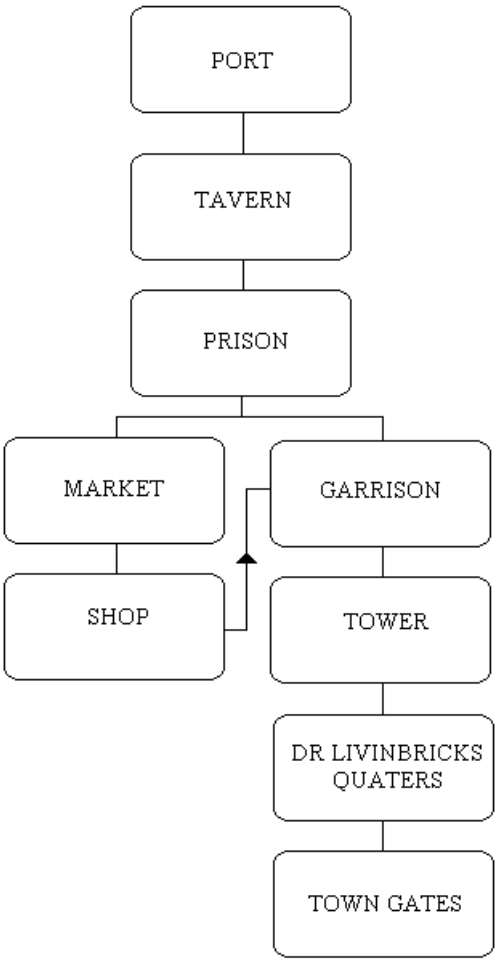
Screen 17: There will be no enemies on this screen. On this screen there will be rocks along the top of the screen preventing the player from leaving the sea. The player can reach the Adventurer Island map by leaving this screen from the bottom.

Screen 18: There will also be 2 sharks on this screen. On this screen there will be rocks along the bottom and right sides of the screen preventing the player from leaving the sea.

The player will have to leave from the bottom of screen 17 the reach Adventurer Island.

ADVENTURERS ISLAND – part 5:



The player will begin in the port on the adventurer's Island. This will be made up of one screen with wooden walkway leading out to sea for the boat to land at.

The Port – Stage 1: The player will begin on this screen. To disembark from the boat the player will have to get it to touch the wooden walkway. They will be given the option to GET OFF or NOT NOW. If the player chooses GET OFF, they will get off onto the wooden walkway. They will remain in the boat if they choose NOT NOW. There will be a LEGO man to talk on this screen. The LEGO man will say the following:

<Sailor> " If your looking for the Brickster, you had better talk to Johnny thunder, he's the leader around here. Ask in the Tavern for his whereabouts."

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The Tavern – Stage 2: The Tavern will have 2 floors for the player to explore. On the ground floor the player will find the room full of adventurer's sitting around tables drinking and exchanging stories. There will also be a bar in the top left corner of the room. The player will have to go up stairs and talk to Captain James Click. When the player talks to him he will say:

<Captain James Click> " The last I heard of Johnny thunder, he was exploring a new part of the Island on the East Coast. WHAT! The Brickster has escaped from LEGO Island. I must warn the guard. "

At this point the Captain will jump up and rush out the room. Just as he reaches the stairway he will turn around to face Pepper and say:

<Captain James Click> " If you want to help, go to the Prison and I'll meet you there. "

The next destination for the player will be the Prison.

The Prison – Stage 3: When the player reaches the Prison, Captain J Click will already be there. The Prison door will be open. There will be 2 guards standing next to Captain J Click. When the player speaks with Captain J Click he will say the following:

<Captain James Click> " Mr Hates and Sly Boots have also escaped. I think they are going to help the Brickster. Ever since you came here things have been going wrong. Guards seize him for questioning!"

The 2 guards stand either side of the Captain will begin advancing toward the player. At this point in the game the player will have two options. They can either get captured by the guards or run away. If the guards capture the player the screen will fade to black.

If the guards capture the player, you will be taken to the Garrison. If the player escapes to the next screen it will be the Market.

The Market – Sub plot 1: The player will enter a bustling market place. The market will take up 4 screens. At every exit to the market will be blocked by guards. The music will change here because the player is trying to escape. The player also won't be able to return to a previous screen while in the Market. If they try to go back a screen, when they reach it the player's character will run away from it and 2 guards will appear forcing the player to move in one direction. The aim of this is so the player will eventually be trapped on the last Market screen. There will be one exit from this screen other than the one the player entered it from. This will be the entrance to a Shop.

The Shop – sub plot 2: The player will eventually end up in the Shop. When the player enters the shop the game will go into a Cut scene.

CUT SCENE 4: The cut scene will be view from the normal in game perspective. After Pepper has entered the Shop he will run to the far side. 3 guards will enter the Shop after him. There will be another LEGO man in the shop behind the counter. He will run into a door behind the counter. The 3 guards will then surround Pepper. There will be some dialog between Pepper and the guards at this point:

<Guard1> " There he is, get him "

<Pepper> " Hey, I'm the good guy "

<Guard3> " Then why did you run away."

The 3 guards will move in on Pepper and the screen will fade to Black.

The Garrison – Stage 4: The player will awake in the Garrison. They will be sitting at a table with Captain J Click and a high-ranking guard. (This will be shown by the colour of the plume in his hat). There will some speech:

<Captain Click> " What do you know about the Brickster?"

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<Pepper> " He escape from LEGO Town a while ago and I've been trying to catch him to take him back."

<Captain Click> " It's all lies. Throw him in the tower while I think of what to do with him. If only Johnny Thunder was here he would know what to do."

Pepper will be lead off the screen by the guard.

The Tower – Stage 5: The player will find himself locked in the Tower. The player will have to escape the Tower. To do this the player will have to climb out the window onto the ledge. To climb out of the window the player will have to push a chair up to it. They will be able to do this by walking into the chair. The chair will be placed so that it can only be pushed toward the window. If the player walks up to the window without the chair being there, there will be some text:

" If only I could reach the window, buts it's too high up. I need something to stand on".

Once the player is out on the ledge this will have to follow it around the Fort until they reach the window to Johnny Thunder quarters.

Johnny Thunder's Quarters – Stage 6: Once the player gets to Johnny Thunder quarters they will not be able to return to the ledge. The main feature in Johnny Thunder quarters will be his desk. On his desk the player will find a journal and a set of keys. When the player presses a button while adjacent to the journal the following text will appear on screen:

- *Week 1*

The expedition took an interesting turn today. We found a large stone building in the jungle, it must be over a zillion years old. Were not the first LEGO men here either. We found a crashed police helicopter not far from the site, there were tracks leading into the building from the helicopter wreckage.

- *Week 2*

Due to bad weather the expedition has been called off. Hopefully I will be able to return to this site when the weather gets better. I have made a map so I can find my way back.

Journal ends.

The player will be able to pick up the keys and map in the same way they read the journal. Once the player has received the keys they will be able to unlock the door and escape. The player will have to navigate there why to the Town Gates to escape.

The Town Gates – Stage 7: To get to the Town Gates the player will have to go through some corridors which will lead them out into the town, from here they will have to make their way to the gates. Once at the gates, the player will have to use their skateboard to jump a gap. This gap will be the ditch around the Fort with the player using the half-open drawbridge as a ramp. Once the player has jumped across the gap they will not be able to re-enter the Fort. This screen will lead into the jungle scene.

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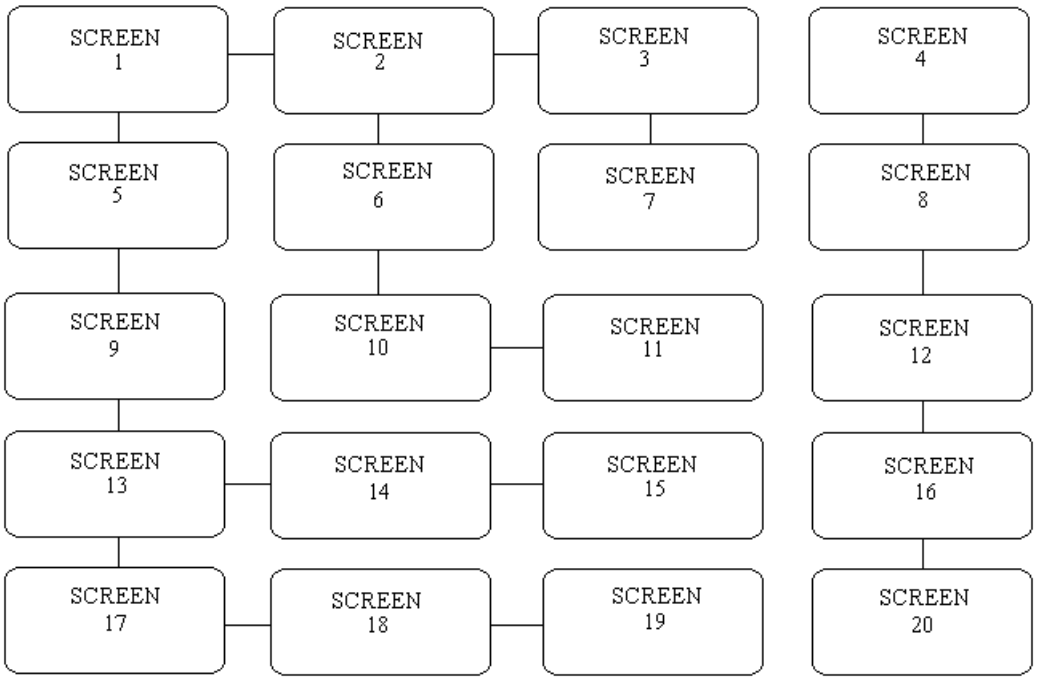
THE JUNGLE – Part 6:



The above diagram shows the layout for the Jungle stage on Adventurers Island. The jungle is like a maze and without a map the player will easily get lost. If the player doesn't have the map of the Jungle (The player received this in Johnny Thunder's quarters) then they will not be able to navigate the jungle easily. To represent this each screen will be made up of similar artwork with a lot of repetition on the non-event screens. (These screens are mentioned below).

Screen 1: The player will enter he jungle on this screen. There will be nothing else on this screen.

Screen 2: There will be nothing but jungle on this screen. (Non-event screen).

Screen 3: There will be nothing but jungle on this screen. (Non-event screen).

Screen 4: Cave exit. There will be nothing else to do on this screen`

Screen 5: This screen will consist of 2 enemies.

Screen 6: This screen will consist of 2 enemies.

Screen 7: Dead end. There will be nothing else to do on this screen

Screen 8: This screen will consist of 2 enemies.

Screen 9: This screen will consist of 2 enemies.

Screen 10: There will be nothing but jungle on this screen. (Non-event screen).

Screen 11: Dead end. There will be nothing else to do on this screen

Screen 12: The player will find the crashed helicopter the Brickster escaped in from LEGO Island. There will be a cut scene when the player approaches the crashed helicopter. (Cut scene 5). There will also be some foot prints on the floor for the player to follow. They will lead on to screen 16.

Screen 13: There will be nothing but jungle on this screen. (Non-event screen)

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Screen 14: This screen will consist of 2 enemies.

Screen 15: Dead end. There will be nothing else to do on this screen

Screen 16: This screen will consist of 2 enemies. There will also be some foot prints on the floor for the player to follow. They will lead on to screen 20.

Screen 17: There will be nothing but jungle on this screen. (Non-event screen).

Screen 18: There will be nothing but jungle on this screen. (Non-event screen).

Screen 19: Cave entrance. The Cave section of the dungeon will consist of 6 screens. This is shown in more detail below.

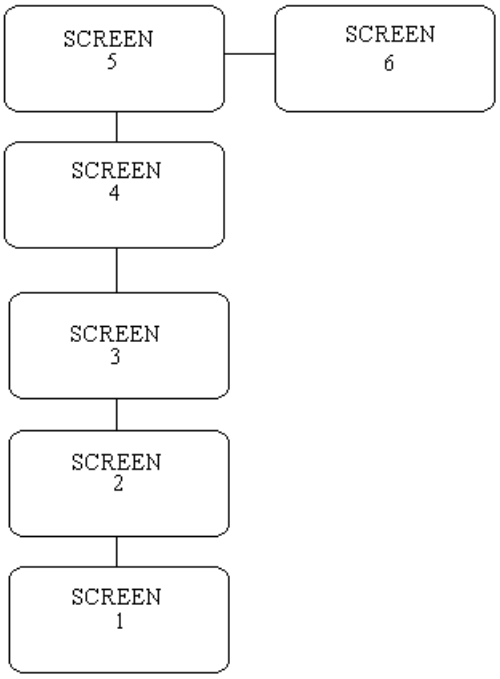
Screen 20: The player will be able to leave the jungle via this screen. It will lead on to the 2nd dungeon, The Tomb. There will be nothing else to do on this screen. There will also be some foot prints on the floor for the player to follow. They will lead into the tomb entrance.

CUT SCENE 5:

The cut scene will show a crashed helicopter in a jungle clearing. The cut scene will be viewed from over Peppers shoulder.

CAVE SECTION:

The cave section will be an underground passage in the jungle section. The player will have to first locate the cave entrance, then navigate the cave to the other side. The cave will look like a naturally formed cave.



Screen 1: The player will enter the cave on this screen. There will be nothing else for the player to do here.

Screen 2: Screens 2, 3 and 4 will be a natural assault course for Peppers skateboard. The player will have to use their skateboard to cross the series of gaps, which occur over these screens. The player

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will have to line them self up to make the jump. If the player falls down one of the holes they will reappear at the point where they entered that screen.

Screen 3: See screen 2.

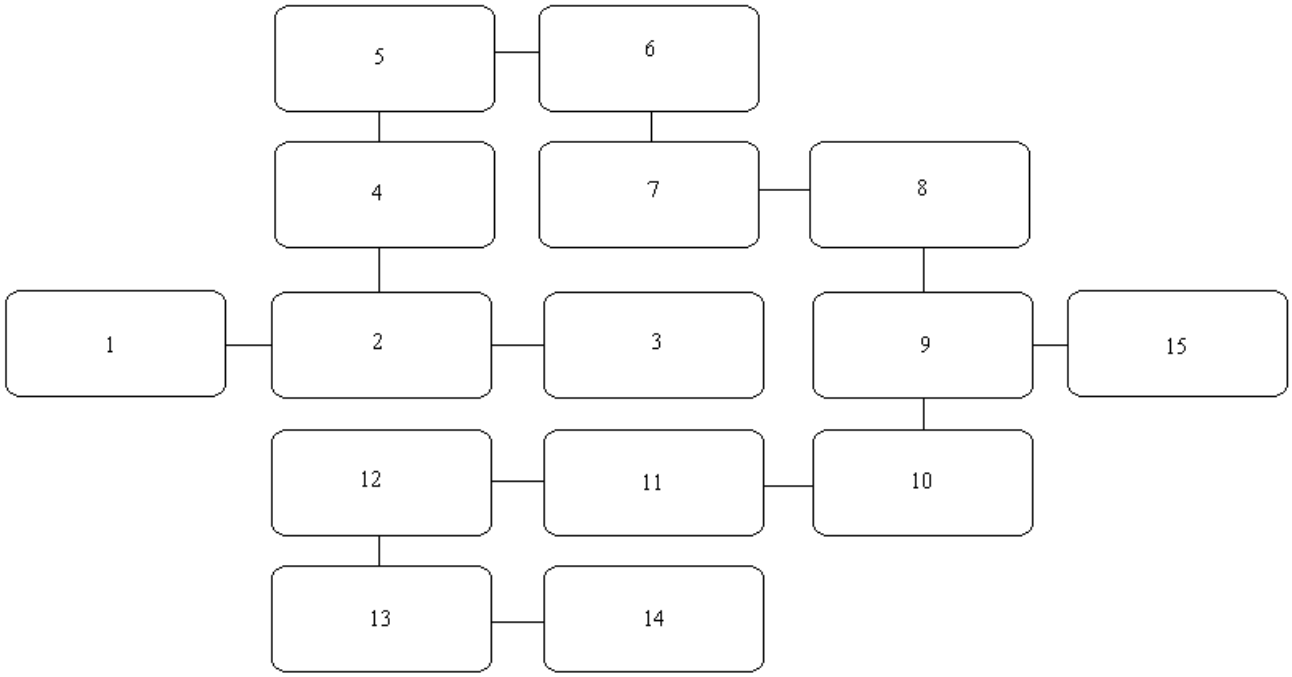
Screen 4: See screen 2.

Screen 5: There will be 2 enemies on this screen. The player will have to defeat the enemies in this room to open the entrance to screen 6.

Screen 6: The player will be able to leave the cave section on this screen. There will be nothing else for the player to do here.

THE TOMB – Part 7:

LEVEL 1:



The player will enter the dungeon on screen 1.

Screen 1: The player will enter the dungeon on this screen. There will be some foot prints leading onto screen 2. There will be nothing else on this screen.

Screen 2: This screen will consist of a room with 3 exits. The floor will be made up of lettered tiles, which the player will have to spell out a word in order to cross. If the player steps on the wrong letter then the floor will cave in and Pepper will lose a heart container. The Player will then reappear at the point where they entered the room. The room will look something like this:

Add here

Screen 3: This screen will consist of a room, which is separated by some small holes in the floor. The player can walk over these holes but spikes will appear out of them on a regular interval. This room will also contain 2 monsters. When the player has defeated the monsters a chest will appear. The chest will contain the power glove.

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Screen 4: There will be some footprints on this screen. They will lead onto screen 5. There will be 2 monsters in this room.

Screen 5: There will some footprints in this room. They will lead on to screen 6. There will be two monsters on this screen. When the player has defeated the monsters a chest will appear. This chest will contain 30 gold pieces.

Screen 6: This room will be filled with quick sand. There will be two monsters that appear from the sand to attack the player before disappearing back into the sand. If the player stands on the sand for too long then they will begin to be sucked under. The player will have about 3 seconds to react before begin sucked under

Screen 7:This room will consist of four statues, one in each corner of the room. When the player enters the room the doors will slam shut and the four statues will come alive. The player will have to defeat the statues to open the doors. Also a chest will appear after the player has defeated the statues. There will be some foot steps in this room leading onto screen 8.

Screen 8: This room will consist of a chest and 2 monsters. If the player opens the chest another monster will appear from it. There will be some footprints on the floor leading on to screen 9.

Screen 9: This room will consist of 3 doors. Next to the door leading onto screen 15 will be a statue. If the player walks over to the statue and examines it some text will appear telling the player that there is a space on the statue to slot something in. There will be a green border going around the door. The player will have to find the Emerald and slot it into the statue for the door to open.

Screen 10: This room will consist of a plaque on the wall. There will be nothing else in this room. When the player reads the plaque it will say:

<Plaque> Move Green, Stop Red.

This clue applies to the next 3 screens. (See below for details).

Screen 11: When the player enters this screen they will notice a crystal in the centre of the room. It will appear green at first. While the crystal is green the player will be able to move. If the crystal changes to a red colour then the player must stop all movement. If the player does move while the crystal is red then they will be teleported back to screen 10. There will be a different pattern tile on the floor in this room where the player will appear.

Screen 12: See screen 11.

Screen 13: See screen 11.

Screen 14: This room will consist of a large set of scales. There will be 4 blocks in this room. Each block will have a value written on top of it. The player will have to push the blocks onto the scales so it is evenly balanced. When the player has done this, a chest will appear. It will contain an Emerald. Also some stairs will appear in the corner of the room. These stairs will take the player down to level 2 screen 11.

Screen 15: This room will contain a staircase leading down to Level 2 screen 1. There will be some foot prints leading up to the stairs.

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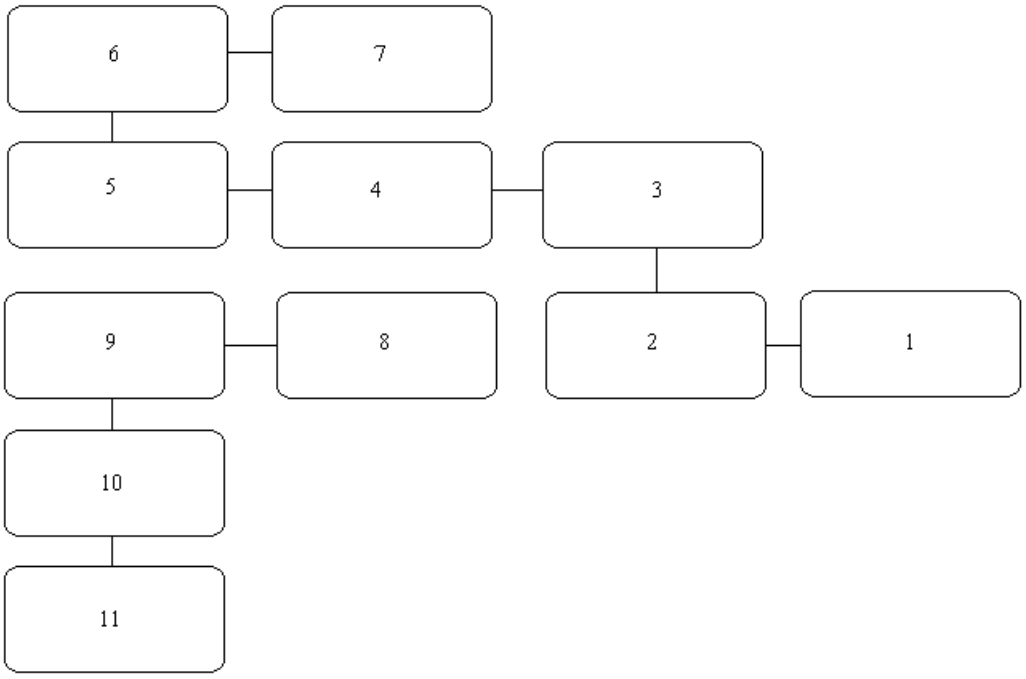
LEVEL 2:



Screen 1: This screen will contain a staircase leading up to Level 1 screen 15. There will be some footprints leading onto screen 2.

Screen 2: The entire floor in this room will be covered in tiny holes. Spikes will appear from these holes at different places. The player will have to see to pattern the spikes appear in to get across the room safely. There will be 2 monster in this room.

Screen 3: This screen will contain 4 monsters. When the player has defeated the monster in this room a chest will appear. This chest will contain some Pizzas. There will be some foot prints in this room leading onto screen 4.

Screen 4: This room will consist of four statues, one in each corner of the room. When the player enters the room the doors will slam shut and the four statues will come alive. The player will have to defeat the statues to open the doors. Also a chest will appear after the player has defeated the statues. The chest will contain the Ruby. There will also be some footprints in this room leading onto screen 5.

Screen 5: This screen will contain a rotating tower. From the tower 4 jets of flame will be projected, one from each of its sides. The player will have to avoid the flame jets to get passed. There will also be some footprints in this room leading onto screen 6.

Screen 6: This screen will contain 4 monsters. When the player has defeated the monster in this room a chest will appear. This chest will contain some Pizzas. There will be some foot prints in this room leading onto screen 7. Next to the door that leads onto screen 7 there will be a statue. If the player walks over to the statue and examines it some text will appear telling the player that there is a space on the statue to slot something in. There will be a blue border going around the door. The player will have to find the Blue diamond and slot it into the statue for the door to open.

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Screen 7: There will be a set of stairs in this room leading down to level 3 screen 1. There will be some foot prints leading up to the stairs.

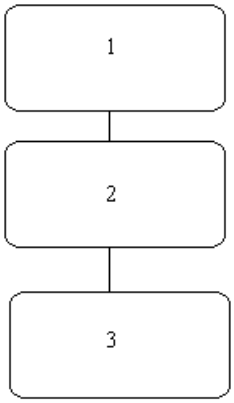
Screen 8: This screen will contain a large chest. There will be nothing else on this screen. The chest will contain the Blue diamond.

Screen 9: The player will meet the sub boss on this screen. Once the player has defeated the sub boss the door to screen 8 will open.

Screen 10: This room will contain 4 blocks each with a different pattern on top of them. The player will have to push the blocks together to complete a picture. This will open the door to screen 9.

Screen 11: This room will contain a staircase leading up to level1 screen 14. There will be nothing else on this screen.

LEVEL 3:



Screen 1: There will be some stairs on this screen leading up to Level 2 screen 7. There will be some footprint leading onto screen 2. There will be nothing else on this screen.

Screen 2: This screen will contain 2 monsters. There will also be a statue next to the door leading to screen 3. If the player examines the statue then they will be told that there is a space to put something. The border around the door will be red. The player will have to put the Ruby into the statue to open the door to screen 3. There will be some footprints leading onto screen 3.

Screen 3: When the player first enters this room they will see a crypt in the centre of the room. There will be some footprints leading up to it. The player will meet the Boss on this screen.

After the player has defeated the Boss the tomb will begin to collapse in on it self. There will be a cut scene here. (Cut scene 6).

CUT SCENE 6: after the player has defeated the Boss it will say:

<Boss> " You will never escape this tomb alive ".

A large boulder/s will fall to block of the entrance to the room so the player cannot leave. Rocks will be falling to the ground. After it has been made obvious to the player that they cannot escape one of the walls will be blown away. Through the hole a LEGO GDV (Giant Drilling Vehicle) will appear. There will be some text:

<Bandit> " Are you sure this is the right way "

<Axle> " Er, I don't know. Hey who is that down there "

<Bandit> " Quick get in I think the whole rooms gonna collapse ". (To Pepper).

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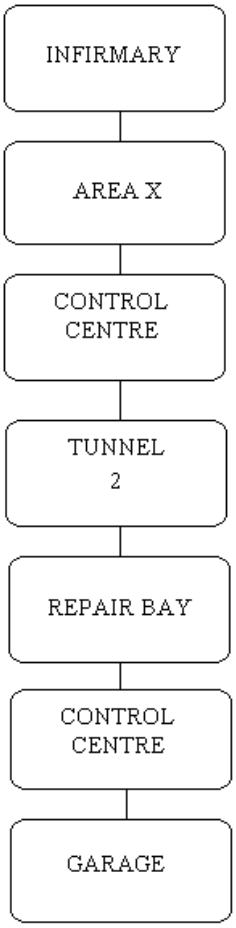
Pepper will run toward the GDV but will get hit by a falling rock before he can reach it. Bandit will appear to drag him into the GDV and it will reverse back into the hole in the wall.

ROCK RAIDERS HQ – Part 8:

The player will wake up in the Rock raider's HQ infirmary. The player will be lying in a bed. Bandit and Jet from the rock raider's team will also be there. After the player has woken up they will jump out of bed.



INFIRMARY: The player will wake up in the Infirmary. Bandit and Jet from the Rock raiders team will also be in the room. When the player wakes up they will jump out of bed. When the player jumps out of bed Bandit will say:

<Bandit> " Look he's awake at last. Greetings to the rock raiders underground HQ."

<Jet> " How are you feeling little guy, you took quite a knock to your head back there. "

The player will be able to leave the room after this. If they try to speak to either Bandit or Jet they will repeat what they just said. The next room the player can enter will be Area X.

AREA X: Area X is the decontamination zone. This room will be made up of water jets. The player has to walk through the jets of water and exit out the other side of the screen. Some text will appear in a box at the top of the screen when the player enters this room. The text will say DECONTAMINATION ROOM.

CONTROL CENTRE: In the control centre the player will find Docs. There will be a cut scene when the player enters this room. (Cut scene 7).

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CUT SCENE 7: Docs will be sitting in a chair facing a control panel. When the player enters the room he will turn to face the player. This will be some speech at this point:

<Docs> " Hello there, I'm the Chief around here. You are a very lucky young brick for us to find you like that. Feel free to look around, just don't leave the complex as it isn't very safe out there."

The player will be able to move freely around the whole complex with the exception of Tunnels 1 and 3. The next destination for the player will be Tunnel 2.

TUNNEL 2: This screen will consist of a large pile of rocks blocking all possible exits except the one the player entered from. Also Johnny thunder will be on this screen. If the player talks to him he will say:

<Johnny Thunder> " Where am I, one minute I was exploring the jungle, then I tripped and fell down a hole. When I got up I found myself here. Can you help me get back to Adventurers Island, I'll make it worth your while."

After he has said this he will follow the players character.

REPAIR BAY: This screen will consist of a half-built LEGO vehicle. The Rock raider 'Sparks' will also be in this room. He will be repairing the vehicle. If the player talks to him he will say the following:

<Sparks> "The rock monsters have been behaving strangely recently. Look what they did to my GDV. They also stole its power core. Without it, it will never drill again."

CONTROL CENTRE: When the player returns to the control centre they will find all the rock raiders there except Sparks. The game will go into a cut scene after the player has entered this room. (Cut scene 8):

CUT SCENE 8: All the rock raiders on the screen will be standing around Docs who will be sitting at the control panel in this room. There will be some speech between the Rock raiders:

<Docs> " I'm picking up a LEGO figure signal out side the complex. Where's Sparks. "

<Jet> " He's in the repair bay. "

< Docs > "So who is that out there?"

<Bandit> " Lets organise a team to take a look. "

< Docs > " I'll stay here. Jet and Bandit take Pepper and investigate "

The player will now be able to explore the surrounding tunnels. Johnny thunder will remain with Docs in the Control centre. The player will meet Jet and Bandit in the Garage.

GARAGE: The garage will consist of the LEGO vehicle the Loaderdozer. It will be facing a garage style door. When the player gets to this screen Bandit and Jet will get into the vehicle. The player will have to walk up to the vehicle and enter it where Bandit and Jet did. When everyone is inside the vehicle the garage door will open and the vehicle will drive off the screen. This will take the player to the next area, the Tunnels. If Pepper doesn't get in the vehicle there will be some text.

"Come on Pepper, get in the vehicle"

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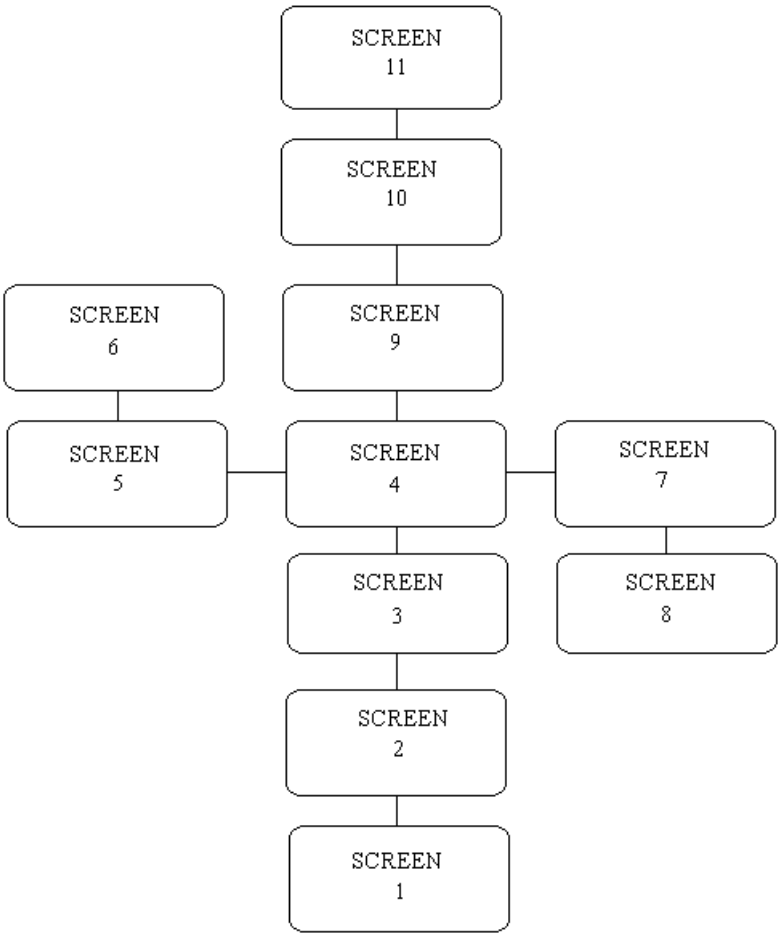
THE TUNNELS – Part 9:



Screen 1: The player will begin on this screen. They will be able to drive the loaderdozer onto screen 2. There will be nothing else for the player to do on this screen.

Screen 2: They will be able to drive the loaderdover onto screen 3. There will be nothing else for the player to do on this screen.

Screen 3: They will be able to drive the loaderdover onto screen 4. There will be nothing else for the player to do on this screen.

Screen 4: The vehicle will not be able to pass this screen due to its size. The player will have to continue on foot from here. The player will be given a HHS (Hand held Scanner) by Bandit the rock raider on this screen. An image of a radar will appear with an arrow pointing to toward the Bricksters location. The player will also have the choice of 3 routes on this screen. There will be some text at this point:

<Bandit> “Pepper take this scanner and continue on foot we will wait here for you.”

Screen 5: The floor on this screen will be covered with bear pits. This will be shown as slightly different coloured patches on the floor. If the player walks over any of these patches then they will trigger the attack and fall down the hole. If this happens then the player will lose a heart container and start at the point where they entered the room.

Screen 6: This screen will contain a chest in it. There will be nothing else on this screen.

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Screen 7: This screen will consist of two doors separated by a line of spikes. The spikes will make it impossible for the player to reach the far door. If they attempt to walk over or past the spikes they will lose a heart container. To deactivate the spikes the player will have to shoot a target switch on the wall the other side of the spikes.

Screen 8: This screen will contain a chest in it. There will be nothing else on this screen.

Screen 9: This screen will appear to have nothing in it.

Screen 10: This screen will appear to have nothing in it.

Screen 11: The Brickster will be on this screen. When the player enters this screen there will be a cut scene. (Cut scene 9).

CUT SCENE 9: The player will see the Brickster running between boulders collecting something. There will be some speech between Bandit and Jet. They will enter the screen once the cut scene has begun.

<Bandit> " He's raiding a rock monsters nest, is he crazy. "

<Jet> " We've got to try to stop him."

After the speech the Brickster will realise he is being watched. He will have no where to run and will be trapped by the player. The player has to walk up to him to capture him. There will be some speech between the Brickster and Pepper:

<Pepper> " Give it up Brickster your trapped."

<Brickster> " So Pepper you have finally caught up with me, don't worry I won't come quietly. HA HA HA."

After the player has read this they will hear a loud crash like noise. Then one of the walls will explode and a larger than normal rock monster will appear from it. This will separate Pepper from the Brickster. The rock monster will turn to face the player and the Brickster will run into the newly created hole. There will be some more speech between the Rock raiders:

<Bandit> " It's a big one."

<Jet> "Yeah and its angry too. We'd better get back to the HQ straight away."

All the characters will then run off the screen away from the rock monster. The player will have no control over this.

The player will now have to run away from the rock monster chasing him. They will have to run back the same way they came from. If the rock monster catches the player then they will lose a heart container of life. The rock monster will chase the team right up to the Garage door. The player will not be able to get back into the Loaderdozer but can use the skateboard. New events will occur in the previously empty screens:

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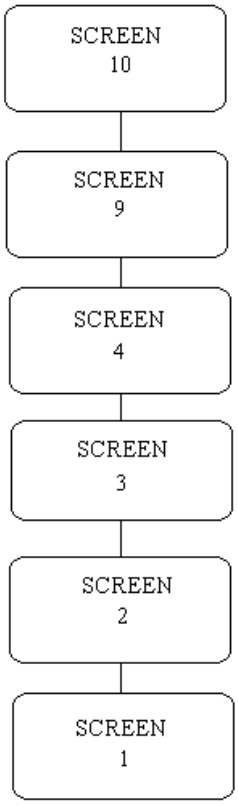

Screen 10: The player will begin on this screen. The player will regain control of their character on this screen after the cut scene. When they enter this screen they will see Bandit and Jet running onto the next screen. When the player reaches half way across the room, rocks will begin to fall from the ceiling. This will continue until the player reaches the underground headquarters.

Screen 9: When the player enters this screen they will see Bandit and Jet running onto the next screen. Fallen rocks will have also blocked the path forcing the player to use their skateboard to jump across gaps and over boulders.

Screen 4: When the player enters this screen they will see Bandit and Jet running onto the next screen. Fallen rocks will have also blocked the path forcing the player to use their skateboard to jump across gaps and over boulders.

Screen 3: When the player enters this screen they will see Bandit and Jet running onto the next screen. Fallen rocks will have also blocked the path forcing the player to use their skateboard to jump across gaps and over boulders.

Screen 2: When the player enters this screen they will see Bandit and Jet running onto the next screen. Fallen rocks will have also blocked the path forcing the player to use their skateboard to jump across gaps and over boulders.

Screen 1: When the player enters this screen they will see Bandit and Jet running onto the next screen. There will be nothing else on this screen. This screen will lead to the Garage.

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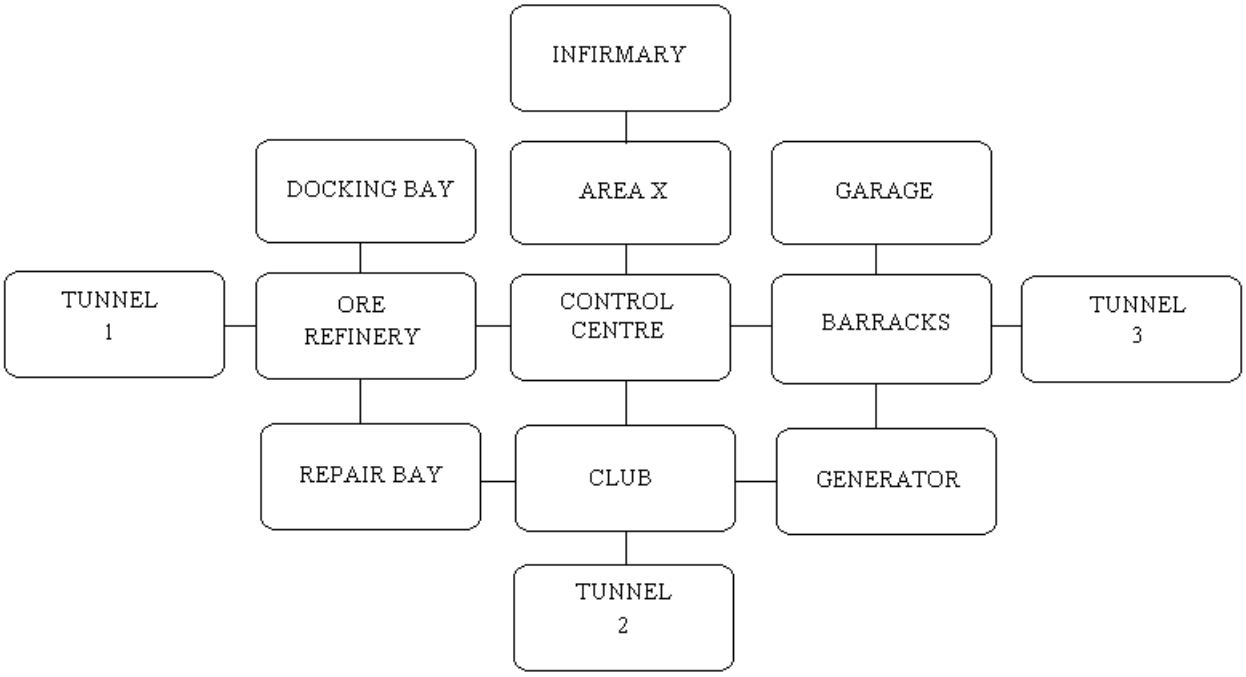
ROCK RAIDERS HQ – Part 10: (Dungeon)



GARAGE: The player will begin on this screen. When they enter the screen they will find all the rock raiders and Johnny thunder there. There will be a cut scene when the player enters this room. (Cut scene 10).

CUT SCENE 10: The rock raiders will talk between themselves:

<Docs> " What was that outside?"

<Bandit> " The largest rock monster I've ever seen ".

<Jet> " It was pretty angry as well".

At this point in the cut scene the screen will go blank/black. There will also be a crash sound when the lights go off. There will be some text appearing on screen when this happens:

< Docs > " The lights have gone out. It must be the generator. Rock raiders get to your stations."

All the rock raiders will leave the screen at this point. This will leave just Johnny thunder and Pepper on the screen. The player will be given a torch by one of the rock raiders. When the player turns the torch on they will notice all the rock raiders have disappeared from the room. If the player talks to Johnny thunder he will say:

<Johnny thunder> " I'll stay here, you go find the others".

The next destination for the player is the Barracks.

BARRACKS: In the Barracks the player will find a pile of rocks to his right, blocking the entrance to Tunnel 3. The door to the Control centre will also be locked. There will be a panel by the side of the door where the player can enter a code. The Barracks will contain 3 chests containing pizza, bombs and gold pieces. There will be nothing else for the player to do here. The next destination for the player will be the generator.

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GENERATOR: Inside the generator room the player will find Sparks. He will be standing in front of a control panel in front of the generator. When the player talks to Sparks he will say:

<Sparks> " It's been smashed to smithereens, Only a rock monster would be strong enough to do this".

After the player has talked to Sparks a rock monster will appear from the direction of the barracks. Sparks will then run off the screen in the direction of the Club. The player will have to defeat the rock monster before leaving the room. When the player has beaten the rock monster it will run off the screen toward the barracks. The next room the player can enter is the Club. If the player back tracks to follow to rock monster they will not be able to find it.

TUNNEL 3: A rock fall has blocked off the entrance to this room.

TUNNEL 2: A rock fall has blocked off the entrance to this room.

TUNNEL 1: A rock fall has blocked off the entrance to this room.

Drum N Bass CLUB: This screen will consist of a dance floor and a raised area with a set of decks and a mixer on it. Behind the decks the player will find LTJ Brickem. If the player talks to LTJ Brickem he will say:

<Brickem> " No sounds man, they cut the power."

Also on this screen the player will find Sparks. He will be hiding in a corner. When the player talks to him he will say:

<Sparks> " Thanks for getting rid of that monster, here take this."

The player will then receive a level 1 ID card. This card will give the player access to the Docking bay. The door to the Control centre will also be locked. There will be a panel by the side of the door where the player can enter a code. The next destination for the player is the Repair bay.

REPAIR BAY: When the player enters the repair bay they will see Jet and Bandit standing on top of a half-built LEGO vehicle, they will be surrounded by small rock monsters. After the player has entered the screen Jet will shout something:

<Jet> " Pepper, help us out here will you".

The player will have to defeat all the rock monsters on the screen. Once they have done this Jet and Bandit will drop down from the vehicle and can now talk to the player. They will say:

<Jet> " Thanks Pepper, I don't know where all these monsters are coming from"?

<Bandit> " Have you seen the Chief? We'll get to the Control room and turn on the emergency lights. We will stay here for now."

The next destination for the player is the Ore refinery.

ORE REFINERY: This room will consist of a large conveyer belt leading to a rock crusher. The Rock raider Doc's will be in this room. On the conveyer belt the player will be able to see sparkling crystals leading to the rock crusher. If the player talks to Docs he will say:

<Docs> " What was that noise?"

After the player has read this a large crash will be heard and a rock monster will burst into the room through the wall. The player will have to defeat the single large rock monster. Doc will get out the way so the player can fight. Once the player has defeated the rock monster it will run back through the hole it made in the wall. The player can now advance to the Docking bay. The player will only be able to do this if they received the Level 1 ID card from Sparks in the Club. There will also be a piece of LEGO ore sparkling in the corner of the room; the player can pick this item up.

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DOCKING BAY: The docking bay will be the largest room taking up 2 screens. It will consist of the LEGO vehicle the Giant Lifter copter. The Rock raider 'Axle' will be in this room. If the player talks to Axle he will say:

<Axle> " The rock monsters are attacking the underground HQ. This must be the Bricksters fault. You have to get to the control centre and activate the defence systems."

After the player has read this Axle will give them the Level 2 ID card. This ID card will open the door to the Control centre.

CONTROL CENTRE: When the player enters the control centre they will find the Chief lying on the floor. When the player talks to him he will say:

<Chief> " I must have passed out, ouch my head. To restore power we must flick the switches together."

The Chief will crawl toward one of two switches in the room. The player will have to walk to the other switch. When this happens the Chief will say:

<Chief> " Ok on the count of three flick the switch."

There will be a countdown on screen. It will start at 1 and count to 3 on which the player will have to press a button. If timed correctly the emergency lights will be activated (This will make the level appear in a red tone) if timed incorrectly the player will have to repeat the process until they do get it right. When the player has activated the lights the game will go into a cut scene.

CUT SCENE 11: The player will find all the other Rock raiders entering the room at this point. There will be some dialog between the characters:

<Chief> "We're safe for now, thanks to Pepper."

<Jet> "Why did they attack?"

<Bandit> " It was the Bricksters fault, He made the Rock monsters angry."

<Jet> "And he got away."

<Axle> "The rock monsters also opened up some old tunnels. Perhaps the Brickster escaped through one of them."

From this point on the Rock raiders headquarters will return to normal. The player will also now have access to the 3 tunnels.

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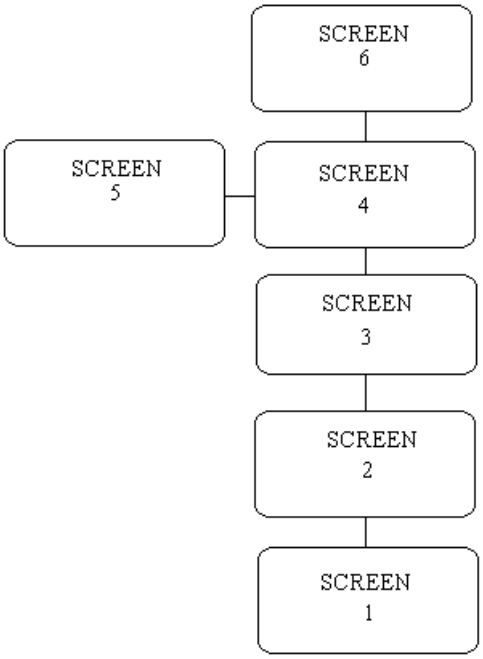
TUNNEL 1: - (to LEGO Island): Tunnel 1 will lead the player back to LEGO Island. This is to serve as a short cut for the player to take. Each tunnel will require a vehicle to get from one end to the other. The vehicle for tunnel one is the CAT. The player will have to drive the vehicle around a series of obstacles to reach their goal. There will also be a secret hidden in each tunnel.



Screen 1: The player will begin on this screen. Here they will find the Cat on the edge of the underground river. The player will be able to get into the vehicle here. They will be able to drive the Cat onto screen 2.

Screen 2: This screen will consist of a number of hazards for the player to navigate. This screen will lead onto screen 3.

Screen 3: This screen will consist of a number of hazards for the player to navigate. This screen will lead onto screen 4.

Screen 4: This screen will consist of a number of hazards for the player to navigate. The player will have to land the vehicle on the shore on this screen. When they do this they will automatically dismount. The player will have to exits from this room. The exit to screen 5 will be visible while the exit to screen 6 will be hidden. The player will have to blow a hole in the wall using the mining explosives.

Screen 5: The player will be able to exit the tunnel from this screen. It will take them to a cave on LEGO Island. From here the player will be able to return to any location on LEGO Island. The player will also be able to return to the Rock raiders HQ through this tunnel.

Screen 6:This screen will consist of a chest in the middle of the room. The chest will contain 100 gold pieces.

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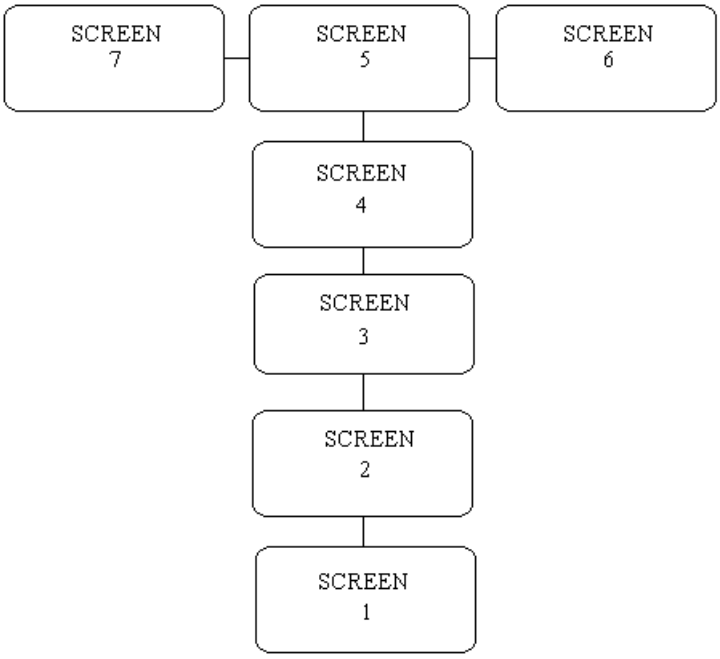
TUNNEL 2: - (to Adventurers Island)



Screen 1: The player will begin on this screen. The player will find the Scout Driller on this screen. The player will be able to get into the vehicle here. They will be able to drive the Scout Driller onto screen 2.

Screen 2: This screen will consist of a number of hazards for the player to navigate. This screen will lead onto screen 3.

Screen 3: This screen will consist of a number of hazards for the player to navigate. This screen will lead onto screen 4.

Screen 4: This screen will consist of a number of hazards for the player to navigate. This screen will lead onto screen 5.

Screen 5: The player will have to dismount the Scout Driller on this screen. There will be a little landing zone for the player to stop the Scout Driller on. When they do this they will automatically get off. There will be an exit to the right of the player leading onto screen 6. There is also a hidden entrance to screen 7 in this room. The player will have to use the Scout Driller to drill a hole on the wall to get to this screen.

Screen 6: The player will be able to exit the tunnel from this screen. It will take them to a cave entrance on Adventurers Island. The player will also be able to return to the Rock raiders HQ through this tunnel.

Screen 7: On this screen there will be another landing zone for the player to dismount from the Scout Driller. There will also be a chest on this screen. The chest will contain 100 gold pieces.

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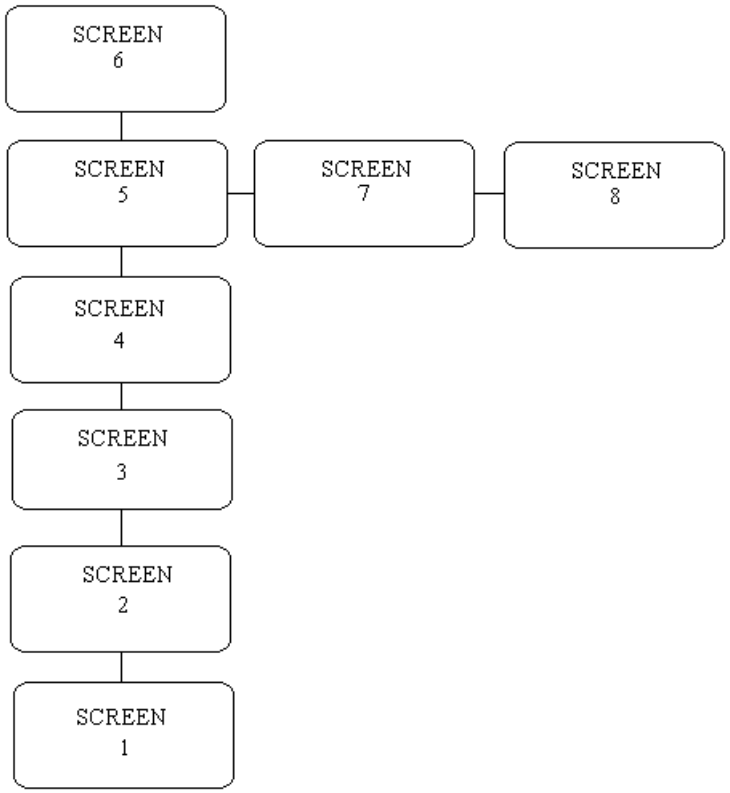
TUNNEL 3 - (to Castle Island) Part 11:



Screen 1: The player will enter the dungeon on this screen. The player will find the hover board on this screen. The player will be able to fly the hover board onto screen 2.

Screen 2: This screen will consist of a number of hazards for the player to navigate. This screen will lead onto screen 3

Screen 3: This screen will consist of a number of hazards for the player to navigate. This screen will lead onto screen 4.

Screen 4: This screen will consist of a number of hazards for the player to navigate. This screen will lead onto screen 5.

Screen 5: This screen will consist of a number of hazards for the player to navigate. This screen will lead onto screen 7. There will also be a crack in the wall. The player can destroy this with some mining explosives. This will lead to screen 6.

Screen 6: This room will contain 2 chests.

Screen 7: The player will be able to get off the hover board on this screen. There will be nothing else on this screen

Screen 8: The player will be able to exit the tunnel from this screen. It will take them to a manhole in the Courtyard of the Castle.

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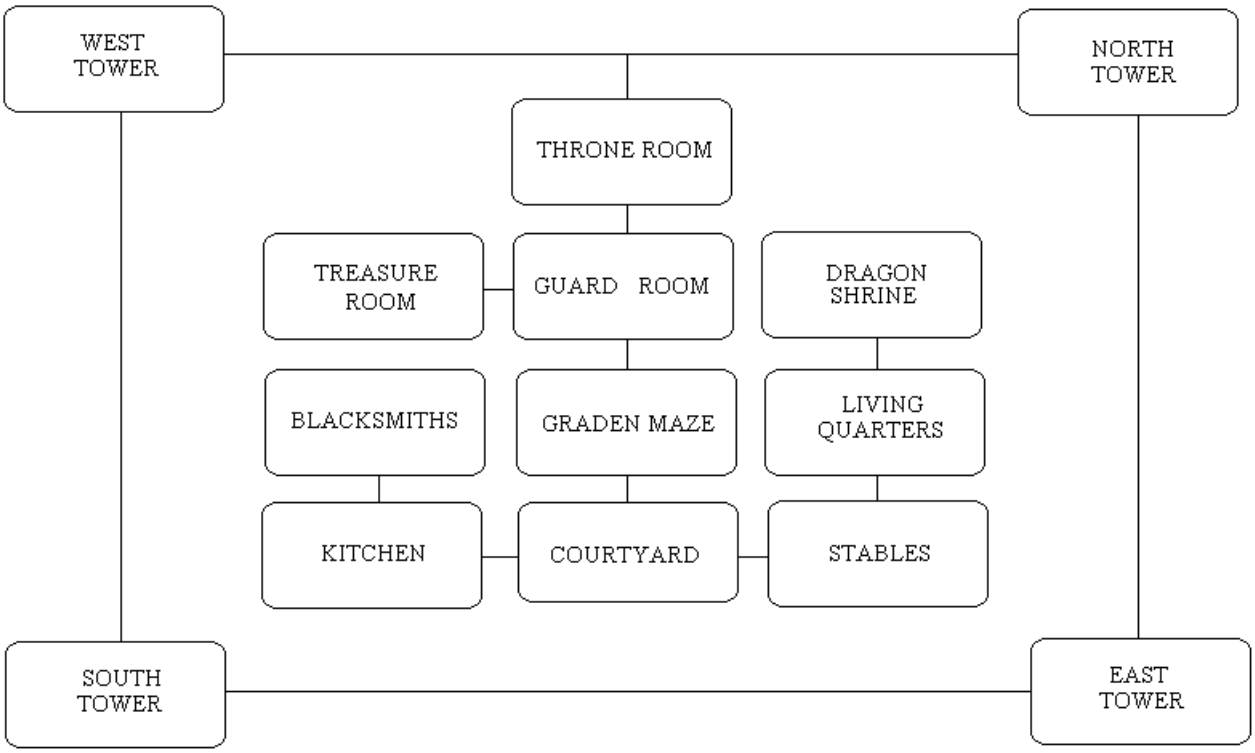
CASTLE ISLAND – Part 12:



Pepper will enter this level in the castle courtyard. He will be approached by two of the king's guards. He will not be able to avoid the guards, as this is where the castle story will unfold.

COURTYARD: This is where Pepper will start his quest in the castle level. This screen will consist of a grassy area a bit like a garden. There will be the two guards on this screen who will approach and question Pepper.

<Guard 1> "Halt! Who are you? What is your business here?"

<Pepper> "I am pepper and I am trying to catch the Brickster. He has escaped from LEGO Island and I have followed him here"

<Guard 2> "I know the Brickster is close friends with Cedric the Bull, an enemy of the King"

<Guard 1> "You had better tell the king what you know"

The guards will take pepper to meet the King in the throne room. The King will not be there to start off with so the guards will tell pepper to wait for the king.

<Guard 1> "Wait here and I will get the king to speak with you".

THRONE ROOM: This screen will consist of a very posh room with two thrones at one end of the room. Here Pepper will meet the king. The Queen will also be present although she won't say anything.

<Guard 1> "Wait here and I will get the king to speak with you".

King Leo appears.

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<King Leo> “Hello there young Pepper, I hear you have news of the Brickster”

<Pepper> “Yes! He has escaped from LEGO Island and I am trying to catch him and take him back.”

<King Leo> “Cedric the bull lives in the Dark Forests outside the castle, he would know where the Brickster is”

<King Leo> “I have to go now as we are trying to tighten security around the castle as we hear that Cedric is planning to attack. Feel free to look around my wonderful castle.”

The next destination for the player is the guardroom. The player will only be able to exit the Throne room to the guardroom for now. This will be done with out the player’s control. If they try to enter the Throne room again there will be a guard blocking the entrance.

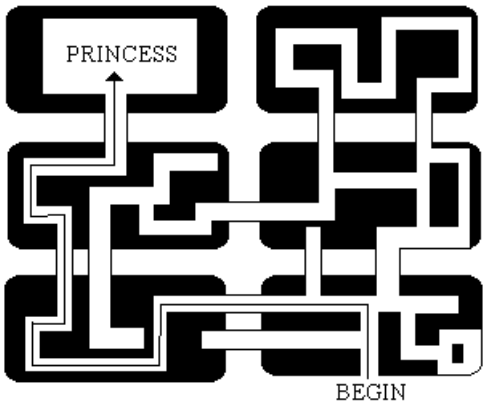
THE GUARDROOM: This screen will consist of a table with 2 guards sitting at it. They will be playing cards and drinking Ale. The can talk to the guards if they want. If they do they will say:

<Guard 1> “ King Leo and his knights are the finest warriors in the land.”

<Guard 2> “ I saw Princess Storm playing in the maze.”

The player’s next destination is the Garden Maze.

THE GARDEN MAZE: Here the player will have to find the Princess in the maze. She can be located in the centre of the maze. This section of the Castle will be made up of 6 screens. The maze will look something like this:



The maze will be made up of tall hedges. The graphics will be repeated over all the screens to confuse the player. Once the player has located the Princess there will be a cut scene.

CUT SCENE 12: The player will find themselves in the centre of the maze with the Princess. There will be some speech here:

<Princess> “ Hello, young valiant knight, have you come to rescue me?”

<Pepper> “ Erm, no. But I will if you want.”

<Princess> “What, well ok. Take me to the Courtyard.”

You will have to take the Princess to the courtyard. She will now follow the player. To do this she will mimic the movement of Pepper. The next destination for the player is the Courtyard.

THE COURTYARD: When the player reaches the Courtyard the Princess will talk to the player. She will say:

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<Princess> " I have a gift for you Pepper for helping me."

The player will receive the hawk from the Princess. After the princess has given the player this she will say:

<Princess> "Please don't forget to pay your respects to the Dragon shrine."

The next destination for the player will be the Stables.

THE STABLES: Here the player will find a stable with 4 horses inside it. There will also be a LEGO figure on the screen feeding the horses. The player will be able to see a heart piece on top of the stable roof. They will have to use the hawk to retrieve it. If the player walks up to any of the horses and tries to talk to one then they will hear a noise like a horse. If the player talks to the LEGO figure he will say:

<LEGO Figure> " Every year the king holds a jousting contest, the best knights from around the land come to compete."

After this the players next destination is the Living quarters.

LIVING QUARTERS: On this screen the player will find Richard the strong. When the player talks to Richard he will say:

<Richard the Strong> "Ah! You must be the boy from LEGO Island that I have heard about. I hear that you are after the Brickster."

<Pepper> "Yes that's right, He escaped and my journey has lead me here. Princess Storm told me that the Brickster is good friends with Cedric the Bull."

<Richard the Strong> "They are very good friends indeed. Both are as evil as each other. Yesterday we caught Weezil, one of Cedric's henchmen, trying to get into the castle. We have put him in the dungeon until King Leo decides what to do with him. Now run along young Pepper, I have to keep watch. Try talking to Weezil in the dungeon, he might know of the Bricksters whereabouts".

Richard the Strong will then walk off and leave Pepper on the screen alone. Peppers next destination will be the throne room.

THE THRONE ROOM: Here Pepper will be granted an audience with the king. There will be a cut scene when the player enters this screen.

CUT SCENE 13: There will be some speech between the king and Pepper:

<Pepper> " King Leo, I would like to talk with Wee zil. I hear he's in your dungeon.

<King Leo> " The entrance to the dungeon is behind my throne. Go now young Pepper."

Pepper will now have access to the secret entrance to the dungeon. The player's next destination will be one of the 4 towers. From any of these towers the player can get access to the Dungeon below. In the north tower Pepper will meet Richard the strong again. When the player talks to him he will say:

<Richard the strong> " I'm going to patrol the battlements."

He will walk off the screen at this point. In each tower there will be 2 sets of stairs. One will lead to the Dungeon the other to the battlements. The next destination for the player will be the dungeon. The player will be able to get here by going down the stairs and following a tunnel to Dungeon screen 1.

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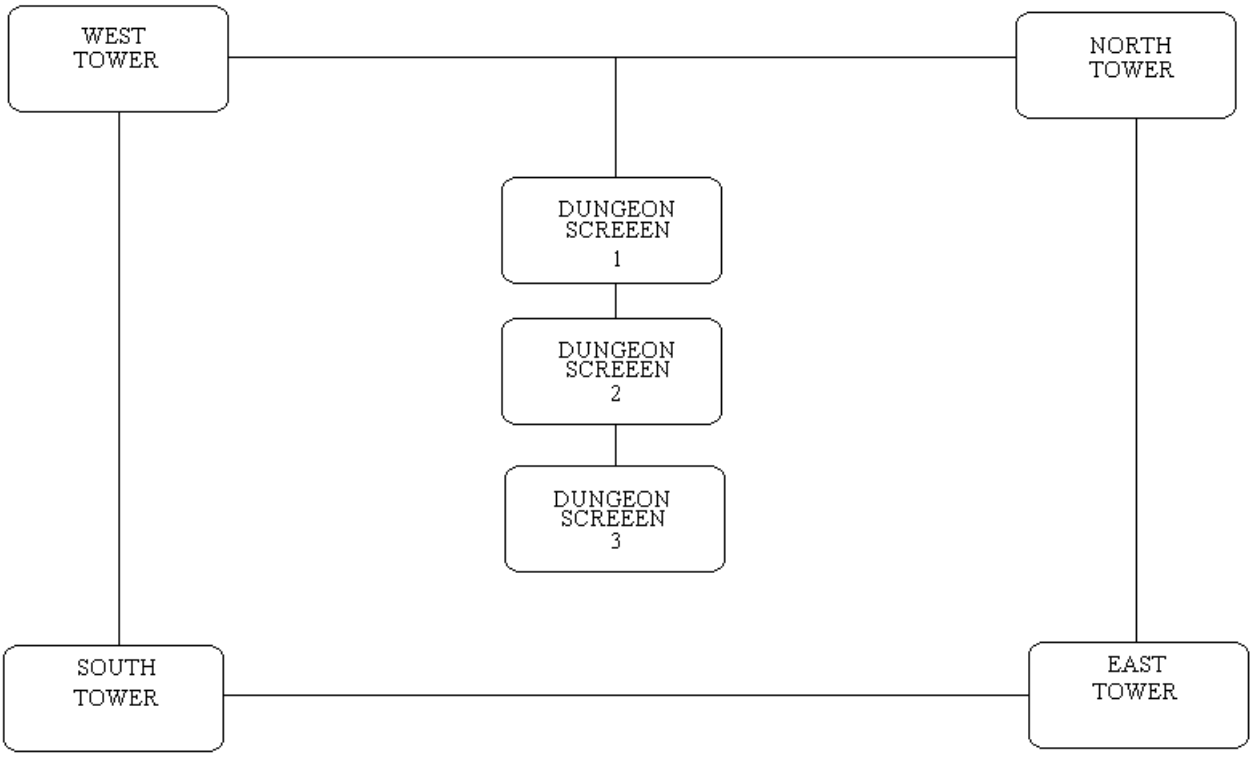
THE DUNGEON: The player will begin the dungeon on screen 1.



Screen 1: There will be a guard on this screen. He will let you pass if you have the king's permission.

Screen 2:

Screen 3: On this screen Pepper will meet John of Mayne, another of the Kings fine soldiers. John of Mayne will allow Pepper to talk to Weezil, who is a prisoner and is part of Cedric the Bulls army. The King will call for John and this will leave Pepper alone with Weezil in his cell, Weezil will inform pepper that Cedric is planning an invasion of the castle tonight.

<John of Mayne> "Halt, who goes there?"

<Pepper> "It is I, Pepper. King Leo said that I could talk with Weezil to try and find out where the Brickster is."

< John of Mayne> "OK! If the king says you can, then go ahead, but be careful."

<King Leo (Faint voice)> "John, where are you?"

< John of Mayne> "Pepper, I have to go to the King. When you are finished leave the dungeon immediately."

John will then walk off screen.

<Weezil> "Did Cedric send you to rescue me?"

<Pepper> "ER! Not exactly."

<Weezil> "Come on set me free! I want to be part of the invasion tonight"

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<Pepper> “What invasion?”

<Weezil> “Cedric and his army are going to take over the castle tonight. Your going to be there aren’t you? Cedric did send you, didn’t he?”

<Pepper> “um! I have to go now”

<Weezil> “Come back, Come back!”

Pepper will then have to go and warn the King and try and help try and stop the invasion. The next destination for the player is to go back to the Throne room.

THE THRONE ROOM: When the player enters the throne room they will see the king and queen with Sir John of Mayne. The player will have to walk up to the king to talk to him:

<Pepper> “ I think Cedric is going to attack the Castle tonight, Weezil said so.”

<John of Mayne> “Don’t worry Pepper, we are prepared for whatever Cedric can muster.”

At this point Richard the strong will rush into the throne room.

<Richard the strong> “King Leo! Cedric’s men are surrounding the Castle.”

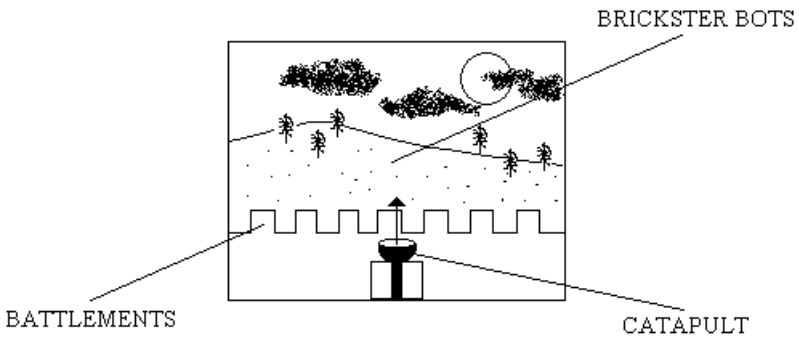
<King Leo> “ To your battle stations men, Oh Pepper would you like to help out to?”

The player will now be taken to the battlements. This will be done without the player’s control.

THE BATTLEMENTS: The player will appear on the battlements. There will also be a line of catapults, which weren’t there before. Richard will then say to the player:

<Richard the strong> “Pepper use these catapults to keep the enemy away from the Castle wall.”

The screen will then change to show a view from behind Pepper looking out over the battlefield. It will look something like this:



The player will be able to fire at the Brickster bots in the distance. The player will gain a point for every hit and lose a point for every miss. The player will be able to move the catapult from left to right using the D-pad. To fire the player has to press A. To reload the player has to press B. The player will have to score 10 points to repel the attack. They will have a 30-second time limit on this, which will not be displayed on screen.

If the player doesn’t score 10 points then the game is over. They will be given an option to try again. If the player did manage to score 10 points then the attack is repelled. Richard the strong will appear after the battle. He will say:

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<Richard the strong> " Well done Pepper, you have repelled Cedric's attack. What were those robots anyway?"

<Pepper> "They were Brickster bots, he must be hiding out with Cedric."

<Richard the strong> "Well forgot about that for now, I'm sure the king would want to congratulate you personally."

The player will now be taken back to the throne room. The player will have no control over this.

THE THRONE ROOM: There will be a cut scene when the player enters this room:

CUT SCENE 14: When the player enters the room they will find King Leo, Queen Leonora, Princess Storm, John of Mayne and Richard the strong. There will be some speech here:

<King Leo> " Well done Pepper, you have saved the kingdom."

<Queen Leonora> " You shall be rewarded for your bravery young knight."

<King Leo> " What is it you would like?"

<Pepper> " Can you tell me how to get to the Dark forest?"

<King Leo> " why of course, Princess storm will show you, also go to the treasure room, you may take one item to help on your quest."

<Pepper> " Also do you know where Cedric is hiding."

<Richard the strong> " No idea, but I know someone who does. Here's the plan. We will let Weezil go he's sure to lead you to Cedric's hideout. The Princess will lead you into the forest."

The player will now be able to go to the treasure room.

THE TREASURE ROOM: Inside the treasure room the player will find 3 chests. One of the chests will be larger than the others. It will be located in between the smaller chests. The two smaller chests will contain heart pieces. The large chest will contain

The player will be able to find the Princess in the Courtyard.

THE COURTYARD: The player will find Princess storm on this screen. When the player talks to the Princess she will say:

<Princess> " Weezil is about to be released, we must make sure we don't lose him."

The Princess will now follow Pepper wherever he goes. The next destination for the player is the Dark forest.

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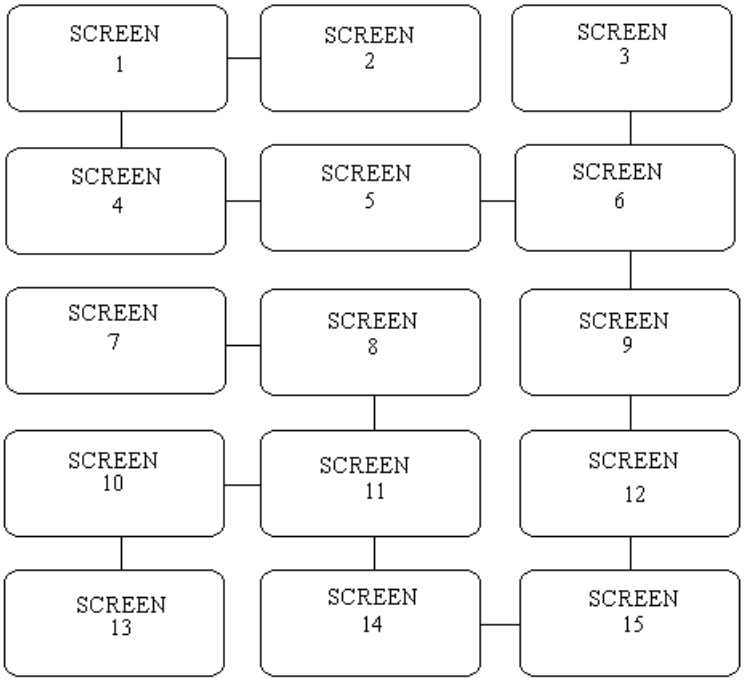
THE DARK FOREST – Part 13:



The player will enter the Dark forest on screen 2. When the player enters the forest they will notice Weezil walking off the screen, this will indicate to the player which direction to head in. If Pepper doesn't leave a screen in the same way Weezil does he will lose him i.e. on screen 6 Weezil will run to screen 9, If the player goes to screen 3 they would have lost Pepper. The player will still be able to navigate there way through the forest by following the screens with red flowers on them.

Screen 1: This screen will consist of tall dark trees, there will also some red flowers growing in the grass. There will be nothing else on this screen.

Screen 2: This is where Pepper and Princess Storm will enter the Dark Forest. This screen will consist of tall dark trees; there will also some red flowers growing in the grass. There will be nothing else on this screen.

Screen 3: Dead End. Here Pepper will encounter a witch (If he takes this route) She will replenish the player's health by one.

Screen 4: This screen will consist of tall dark trees, there will also some red flowers growing in the grass. There will be nothing else on this screen.

Screen 5: On this screen King Leo will call for his daughter to come to him. She will have to leave Pepper but she will give him directions on how to find Cedric the Bull. She will say to Pepper: This screen will consist of tall dark trees, there will also some red flowers growing in the grass. There will be nothing else on this screen.

<Princess> " Don't worry if you lose Weezil, you will know if your going in the right direction when you are seeing red."

She will run back toward the castle after she has said this.

Screen 6: This screen will consist of tall dark trees, there will also some red flowers growing in the grass. There will be two enemies on this screen.

Screen 7: Dead End. Here there is a tiny village. (See sub game section).

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Screen 8: This screen will consist of tall dark trees. There will be two enemies on this screen.

Screen 9: This screen will consist of tall dark trees, there will also some red flowers growing in the grass. There will be two enemies on this screen.

Screen 10: This screen will consist of tall dark trees, there will also some red flowers growing in the grass. There will be two enemies on this screen.

Screen 11: This screen will consist of tall dark trees, there will also some red flowers growing in the grass. There will be two enemies on this screen.

Screen 12: This screen will consist of tall dark trees, there will also some red flowers growing in the grass. There will be nothing else on this screen.

Screen 13: This screen will consist of tall dark trees, there will also some red flowers growing in the grass. There will be nothing else on this screen. This screen will lead into a forest clearing. This is where the player leaves the forest.

<Gilbert the Bad> “Look an intruder, get him!”

Screen 14: This screen will consist of tall dark trees, there will also some red flowers growing in the grass. There will be nothing else on this screen.

Screen 15: This screen will consist of tall dark trees, there will also some red flowers growing in the grass. There will be two enemies on this screen.

CEDRIC HIDEOUT – Part 14:

There will be a cut scene when the player enters the hideout.

CUT SCENE 15: The cut will begin with Pepper hiding behind a rock. He will overhear a conversation between Cedric the bull, Gilbert the bad and Weezil.

<Cedric> “ How did you escape?”

<Weezil> “ They just let me go.”

<Gilbert> “ Are you sure you weren’t followed here.”

<Weezil> “ I don’t think so.”

<Gilbert> “ Better not take any chances, Tell the Brickster to get out of here we can’t let that meddlesome pizza delivery boy getting in the way.”

At this point Weezil will run off the screen away from the player. He will shortly be followed be both Cedric and Gilbert.

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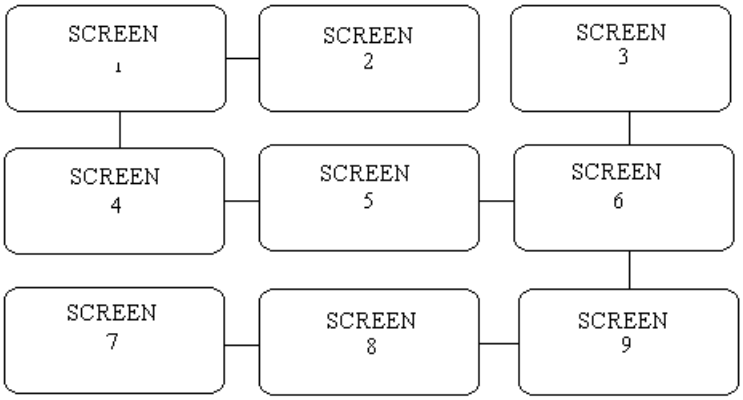

Screen 1: There will be 2 guards on this screen. The player has to avoid walking across their line of sight. If the player does cross one of the guard's lines of sight, the guard will sound the alarm. When the alarm is sounded the player will have to begin again on screen 2, the Cut scene will not be repeated.

Screen 2: The player will begin on this screen. When the player first enters this screen there will be a cut scene (Cut scene 15). There will be nothing else to do on this screen.

Screen 3: There will be 3 guards on this screen. The player has to avoid walking across their line of sight. If the player does cross one of the guard's lines of sight, the guard will sound the alarm. When the alarm is sounded the player will have to begin again on screen 2, the Cut scene will not be repeated.

Screen 4: There will be 3 guards on this screen. The player has to avoid walking across their line of sight. If the player does cross one of the guard's lines of sight, the guard will sound the alarm. When the alarm is sounded the player will have to begin again on screen 2, the Cut scene will not be repeated.

Screen 5: There will be 4 guards on this screen. The player has to avoid walking across their line of sight. If the player does cross one of the guard's lines of sight, the guard will sound the alarm. When the alarm is sounded the player will have to begin again on screen 2, the Cut scene will not be repeated.

Screen 6: There will be 4 guards on this screen. The player has to avoid walking across their line of sight. If the player does cross one of the guard's lines of sight, the guard will sound the alarm. When the alarm is sounded the player will have to begin again on screen 2, the Cut scene will not be repeated.

Screen 7: The player will find the Brickster and Cedric on this screen. When the player enters this screen there will be a cut scene (Cut scene 16).

Screen 8: There will be 4 guards on this screen. The player has to avoid walking across their line of sight. If the player does cross one of the guard's lines of sight, the guard will sound the alarm. When the alarm is sounded the player will have to begin again on screen 2, the Cut scene will not be repeated.

Screen 9: There will be 4 guards on this screen. The player has to avoid walking across their line of sight. If the player does cross one of the guard's lines of sight, the guard will sound the alarm. When the alarm is sounded the player will have to begin again on screen 2, the Cut scene will not be repeated.

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CUT SCENE 16: The player will walk into a tent. This is where Cedric and the Brickster are talking. There will be some speech here:

<Pepper> " Hold it right there Brickster, You're coming with me."

<Brickster> " Pepper! You have to catch me first."

At this point the Brickster will run off the screen.

<Cedric> " Where do you think your going, you gotta get passed me first, HA."

BOSS FIGHT – CEDRIC: The player will have to defeat Cedric and his dragon.

After the player has beaten Cedric they will be able to follow the Brickster who will be waiting on the next screen. When the player reaches this screen the game will go into a cut scene. The player will receive the space suit after they have defeated Cedric and his Dragon.

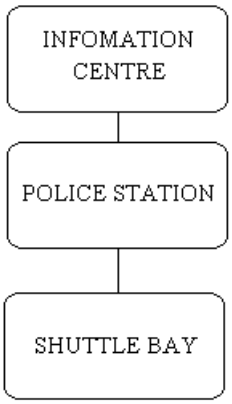
CUT SCENE 17: Pepper will walk on to the screen to see the Brickster inside a rocket. This will be some speech.

<Brickster> " Your too late Pepper, HA HA HA."

After the player has read the text the Brickster will launch his rocket into space. As he is taking off Pepper will fire a pizza at the rocket. The player will have no control over this. A piece of the rocket will fall back to the ground. Pepper will then go and pick up the piece of the rocket; it is the last component Pepper needs to build the shuttle back on LEGO Island.

The player will have to return to LEGO Island. They can use the boat to sail back or take the underground passage.

LEGO ISLAND – Part 15:



The first destination for the player on LEGO Island will be the Information centre. Here Pepper will meet the Infomaniac.

THE INFORMATION CENTRE: At this point in the game the information centre has been rebuilt. The player will find the infomaniac inside the building. When the player talks to him he will say:

<Infomaniac> " The Brickster escaped, too bad. Now your going to have to go and get him. Talk to Bill ding, I think he was fixing the police helicopter."

The next destination for the player is the police station.

THE POLICE STATION: Inside the police station the player will find Nick and Laura brick. They will be sitting down at a table eating doughnuts. When the player talks to them they will say:

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<Laura> " Pepper you're back, where is the Brickster?"

<Nick> " He got away again, don't worry Pepper."

After the player has read this Bill Ding will appear and walk up to the table.

<Bill> " Pepper do you want me to fix the shuttle? Ok then come find me at the shuttle bay when you want to leave."

The next destination for the player will be the shuttle bay. Here the player will be able to fly to OGEL Island.

THE SHUTTLE BAY: When the player enters this screen they will see Bill Ding running around the shuttle fixing it. He will stop doing this after a short period and stand in front of the shuttle. When the player talks to him he will say:

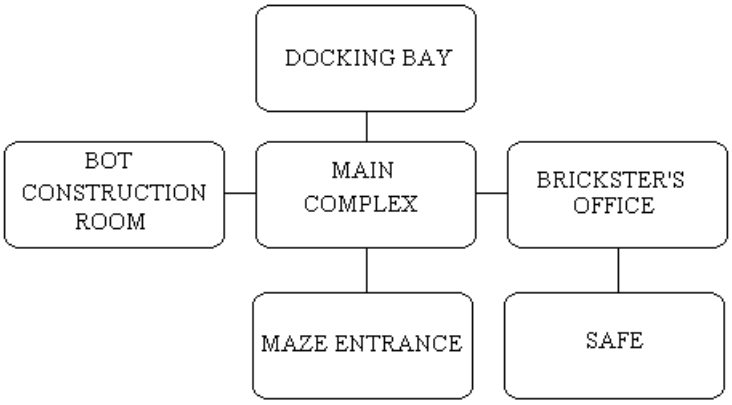
<Bill Ding> "Everything is ready to go."

The player will now be given an option to BLAST OFF or LATER. IF the player chooses BLAST OFF then the game will go into a cut scene. (Cut scene 18). If the player chooses LATER then they will not board the shuttle and will remain on LEGO Island.

CUT SCENE 18: The player will climb a ladder to get into the cockpit of the shuttle. Then there will be a rumbling sound, which will become more intense as the shuttle takes off. The cut scene will last until the shuttle has left the screen.

This will take the player to the docking bay on OGEL Island. The cut scene will finish after Pepper has landed the shuttle on the docking bay and has climbed out. The player will be wearing the space suit they picked up in Cedric's hideout.

OGEL ISLAND – Part 16:



DOCKING STATION- This is where Pepper will land the space shuttle and enter Ogel Island. There will be nothing else for the player to do on this screen.

MAIN COMPLEX- This room connects all of the rooms in Ogel. When the player enters this room for the first team they will meet the Brickster. Here there will be a showdown between Pepper and the Brickster. When the player has done a certain amount of damage to the Brickster, the fight will stop and he will say:

<Brickster> " You're too powerful but I bet you can't find me."

At this point the Brickster will run off the screen toward the Maze entrance. 3 Brickster bots will appear there the bot construction room.

BRICKSTERS OFFICE- In this room pepper will have to switch some switches in order to turn off the machine that is building the Brickster bots. There will be 4 switches. The player will have to pull them

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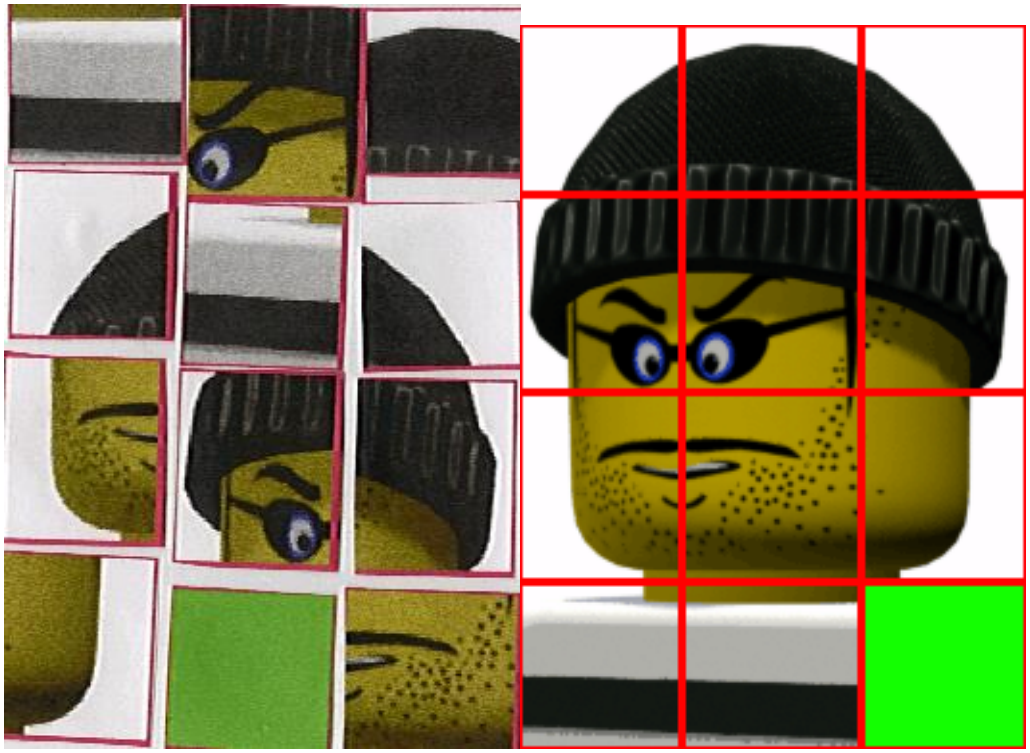
in a certain order to turn off the machine. If the player pulls the switches in the incorrect order then the switches will reset. To find out which is the correct order to pull the switches there will be markings on one of the walls in this room. It will say L, RM, LM ,R.

SAFE AREA- Here Pepper will see the constuctapedia in a safe. He will have to solve a puzzle in order to open the safe. (See puzzle section). Inside the safe the player will find the Contructopedia and the password to enter the maze.



Mixed Up Puzzle **Finished Puzzle**

This is what the puzzle will be like to open the safe to the constructapedia. It is one of those tile-sliding puzzles of the Bricksters face.

BOT CONSTRUCTION ROOM: Brickster bots will constantly be built in this room. If the player defeats a Brickster bot in this room another one will instantly appear.

ENTRANCE TO OGEL MAZE- Here Pepper will enter the maze where he will have to navigate himself through it to find the Brickster for the final showdown. The player will not be bale to enter the maze without the password the player obtained from the safe. There will be a locked door with a keypad next to it. The player will have to enter the password into the keypad to open the locked door.

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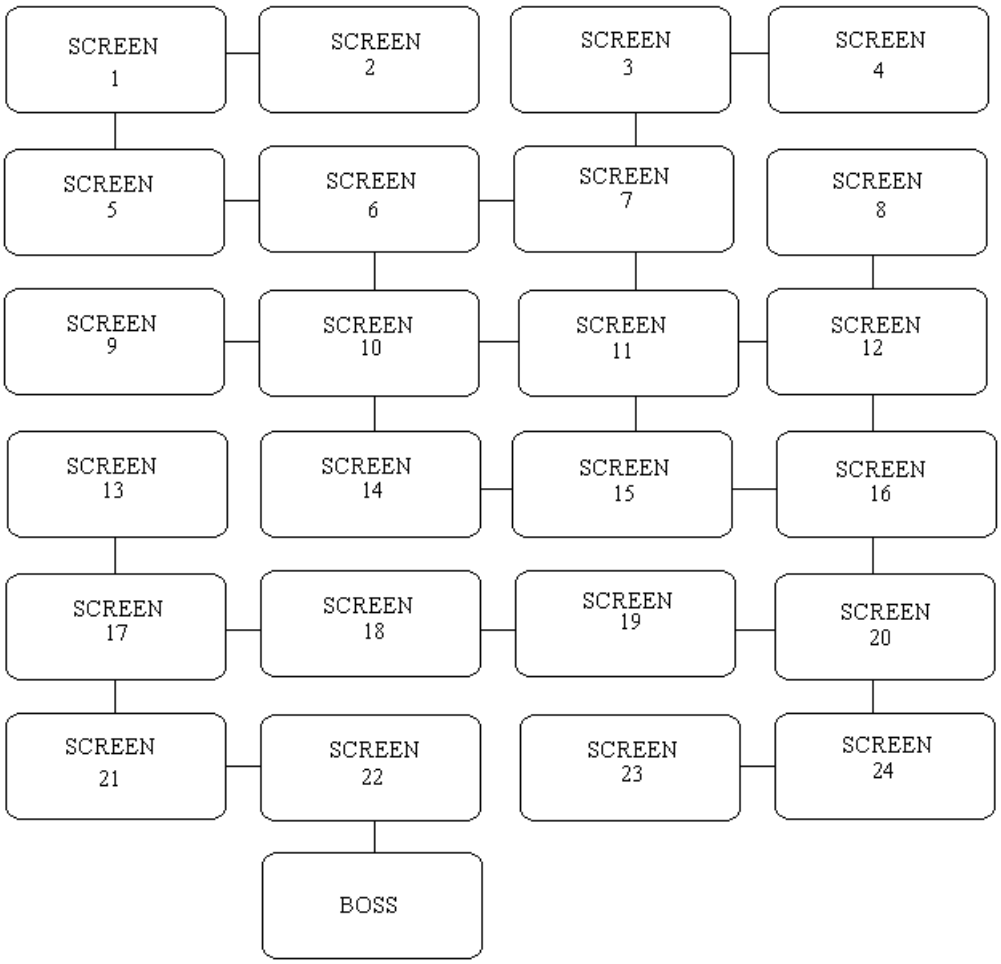

Screen 1: There will be two Brickster bots on this screen.

Screen 2: The player will begin on this screen. There will be nothing else on this screen

Screen 3: There will be two Brickster bots on this screen.

Screen 4: Dead end. The player will meet a slightly tougher version of the LEGO Island dungeon boss on this screen. They will not be able to leave the screen until they have defeated the boss.

Screen 5: There will be two Brickster bots on this screen.

Screen 6: There will be two Brickster bots on this screen.

Screen 7: There will be two Brickster bots on this screen.

Screen 8: Dead end. The player will meet a slightly tougher version of the Adventurers Island dungeon boss on this screen. They will not be able to leave the screen until they have defeated the boss.

Screen 9: Dead end. The player will meet a slightly tougher version of the Rock raider HQ dungeon boss on this screen. They will not be able to leave the screen until they have defeated the boss.

Screen 10: There will be two Brickster bots on this screen.

Screen 11: There will be two Brickster bots on this screen.

Screen 12: There will be two Brickster bots on this screen.

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Screen 13: Dead end. The player will meet a slightly tougher version of the Castle Island dungeon boss on this screen. They will not be able to leave the screen until they have defeated the boss.

Screen 14: There will be two Brickster bots on this screen.

Screen 15: There will be two Brickster bots on this screen.

Screen 16: There will be two Brickster bots on this screen.

Screen 17: There will be two Brickster bots on this screen.

Screen 18: There will be two Brickster bots on this screen.

Screen 19: There will be two Brickster bots on this screen.

Screen 20: There will be two Brickster bots on this screen.

Screen 21: There will be two Brickster bots on this screen.

Screen 22: There will be two Brickster bots on this screen.

Screen 23:Dead end. There will be two Brickster bots on this screen.

Screen 24: There will be two Brickster bots on this screen.

Boss: When Pepper reaches this screen the game will go into a cut scene.

CUT SCENE 19: The screen will consist of the Brickster and Pepper. There will be some speech between the two characters:

<Brickster> " I have underestimated your skill Pepper, it's time I dealt with you once and for all".

<Pepper> " Come quietly and I won't get angry "

<Brickster> " I think you have underestimated me, now you will pay".

After the player has read this the fight between the Brickster and the player will begin. The objective for the Player is to capture the Brickster. To do this the player will have to defeat him in a fight. (See boss section). The Brickster will give up after the player has defeated him. The game will go into the ENDING SEQUENCE.

ENDING SEQUENCE:

SUB-GAMES

LEGO ISLAND:

The Skate Park – The player will be able to visit the Skate Park on LEGO Island. They will be able to do this at any time during the adventure. To get into the Skate Park the player must pay 25 gold pieces. After the player has paid this they will be taken to the Skate Park. Inside the Skate Park the player will be able to practice riding he skate board and do tricks in the half pipe. These will be kept simple.

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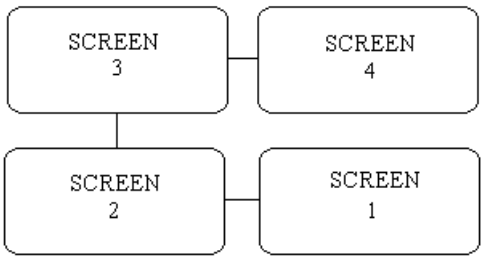
360-degree spin: The player will have to hold either right or left while in the air. – 200pts
Back flip: The player will have to hold back while in the air. – 150pts
Jump: The player will have to press either A or B while on the skateboard. – 50pts

The will have the option to either practice or enter a competition. If the player chooses to practice they can practice for as long as they want. If the player chooses to enter the competition they will have 30 seconds to score as many points as possible. If the player manages to score over 1500pts then they have won the competition and will receive a prize.

Pizza delivery – The player will be able to visit the Pizzeria on LEGO Island at any time. If the player talks to either Papa or Mama Brickolini they will ask Pepper if he would delivery a pizza. The player will receive 10 gold pieces for every pizza they deliver around the Island. Also if the player delivers more than 5 pizzas, when they return to the Pizzeria the next time Papa Brickolini will have invented a new ultra strong type of pizza. This will double the damage of the pizza chukka. This will replace the normal pizzas Pepper has been using.

ADVENTURERS ISLAND:

Steal Tyrannosaurus egg from Sam Sanister and return it to its nest – Located somewhere on Adventurers Island the player will find a cave. The cave will look like a naturally formed cave with sparkling crystals in the walls.



Screen 1:The player will begin on this screen. There will be two enemies on this screen.

Screen 2: When the player enters this room they will disturb a group of monsters. They will attack the player as soon as he moves on the screen. There will be 3 enemies on this screen

Screen 3: The player will have to defeat Sam Sanister on this screen. When the player enters this room all the doors will slam shut. The player will have to defeat Sam Sanister to exit the room.

Screen 4: The player will find the Tyrannosaurs egg on this screen. There will also be two chests. One will contain a piece of LEGO ore and the other 50 gold pieces.

Once the player has found the egg they can take it to the Tyrannosaurs nest. The nest is located somewhere on the Adventurers Island map. (See maps section).

If the player does return the egg, then a cut scene will reward them.

CUT SCENE: this will trigger as soon as Pepper enters the screen with the nest on it. Pepper will walk up to the nest and place the egg inside it. Pepper will then turn around and walk away. Before Pepper leaves the screen the player will hear a tapping noise. The egg will then crack open and a baby Tyrannosaur will appear; it will run over to Pepper. When this happens some text will appear:

<Baby Tyrannosaur> “mama!?”

The baby dinosaur will think you’re its mother and it will now follow the player. The advantages of this are the baby will attack enemies for the player. However the dinosaur will not follow the player into any buildings, towns or dungeons. It cannot be taken off Adventurers Island. If the player does walk into a

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building of some sort the dinosaur will disappear. The player will have to return to the nest to get the dinosaur to follow again.

ROCK RAIDERS UNDERGROUND HQ:

Dance club – After the player has completed part 10 of the game (Rock raiders HQ dungeon) they will be able to enter a dancing competition in the club in the Rock raiders HQ. The player will have to talk with LTJ Brickem who is in the club. He will ask the player if they want to enter a dance competition. If the player says yes then some text will appear on screen telling the player how to dance. It will say:

To perform different dance moves you will have to push in different directions on the D-pad. The A and B buttons will also perform a dance move when pressed. Try hitting the buttons randomly and see what happens.

The way this will work is when the player pushes a direction/button a different image of Pepper will appear. If the player repeated pushes buttons the different images will make it appear to the player that he is really dancing. This is meant to look comical.

The player will then be shown a screen with Pepper facing the player. After the music starts the player will be able to start dancing.

Dance moves:

Push Up – This will make Pepper put his left arm on his hip and point his right arm in the air straight upward. He will remain standing.

Push Down – This will make Pepper put his left arm on his hips and point his right arm toward the floor. He will remain standing.
Push Left – This will make Pepper turn his head to the left (players left) and point in that direction with both his arms.

Push Right – This will make Pepper turn his head to the right (players right) and point in that direction with both his arms.

Push A – This will make Pepper spread out his arms and legs while standing in a sort of star jump position.

Push B – This will make Pepper do the splits.

There will be a delay on the input from the player so the dancing moves don't overlap and stay in time with the music.

After the player has completed the competition (They will do this automatically first time) LTJ Brickem will congratulate them on such good dancing and invite them to return at any time. The player will also receive a component for the shuttle.

CASTLE ISLAND:

Archery contest – The player will be able to enter an archery competition. To do this the player will have to talk to a LEGO figure found in the Living quarters in the castle on Castle Island. This LEGO figure will not appear until the player has completed part 12 Castle Island. When the player talks to this man they will be given an option to ENTER or DON'T ENTER. If the player chooses to ENTER then they will be taken to the Archery sub-game screen. If the player chooses DON'T ENTER then they will remain on the Living quarters screen.

The Archery sub-game screen will consist of a target and a sight. There will also be some other background graphics of the Castle. The player will have to move the sight and line it up with the

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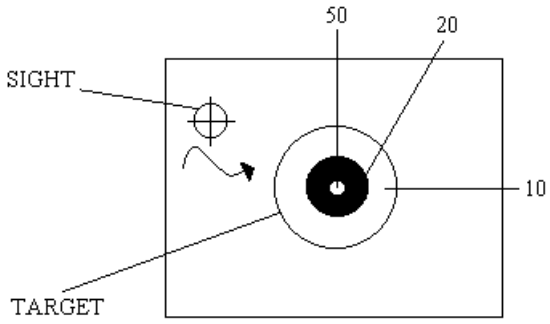
target. To make this harder the sight will be bobbing up and down slightly; it will be doing this without the players control so the player has to time the shoot. To fire an arrow the player will have to press A. There are three scores the player could get. These are 50 for a bull eye, 25 for the black ring and 10 for the white ring. (As shown below.)

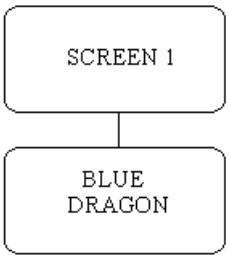


The player will be given 5 arrows to fire at the target. The objective of the archery contest is to score the highest score possible. If the player manages to score over 150 points then they will win the contest. The player will receive the Dragon seal. After the player has completed this sub-quest they will be able to go back and play the game again and again.

The Dragon shrine – In the castle on Castle Island the player will be able to visit the Dragon shrine. There will be an altar on this screen and two stone statues of dragons. If the player walks up to the altar they will be able to read the inscription there. It will say:

<Only the strong shall pass>

The player will need to have obtained the power glove from the second dungeon. They will now be able to pull on the statue and reveal a secret passage.



Screen 1: The player will enter the shrine on this screen. It will be made up of statues of dragons and have lanterns burning in each corner. There will be nothing else for the player to do on this screen.

Blue Dragon: When the player enters this screen they will see the Blue Dragon. It will be asleep. To wake the Dragon the player will have to use the Dragon seal obtain from the Archery contest. When the player awakes the dragon there will be a cut scene.

CUT SCENE: The Dragon will wake up and spread its wings it will then take off. The game will cut to a screen showing the Dragon flying away from the castle. The screen will then cut back to the room the player was in. Underneath where the Dragon was sleeping the player will find 999 gold coins. The player will also find a component for the shuttle.

The tiny village – The tiny village is located in the Dark forest on Castle Island. In this village the player will find an old LEGO man. The old LEGO man will be like a shop. The player will be able to buy the following items from the man:

Pizza x10 = 10 gold pieces
Heart x5 = 10 gold pieces
Spade = 350 gold pieces

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Mining explosives x10 = 50 gold pieces
Shuttle component = 500 gold pieces (Only one)

The player will be able to go back and visit the old man at any time.

MONSTERS AND BOSSES

MONSTERS:

Ice Rock monster
Lava Rock monster
Normal rock monster
Brickster bot
Elite Brickster bot
Spiders
Scorpions
Plants
Sharks
Cedric's henchmen (two types).

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